STAR WARS ROGUE LEADER EXCLUSIVE CODES!

OVER 3,200 VIDEO GAME SECRETS!

TIPS & TRICKS

THE #1 VIDEO-GAME TIPS MAGAZINE

MARCH
№ 85
2002

MAXIMO
Ghosts To Glory

PlayStation 2 Strategy Guide

NEW GAME PREVIEWS:
Virtua Fighter 4
Pac-Man World 2
Gun Valkyrie
Hot Shots Golf 3
Resident Evil Gaiden
AND MORE!

www.tipstricks.com

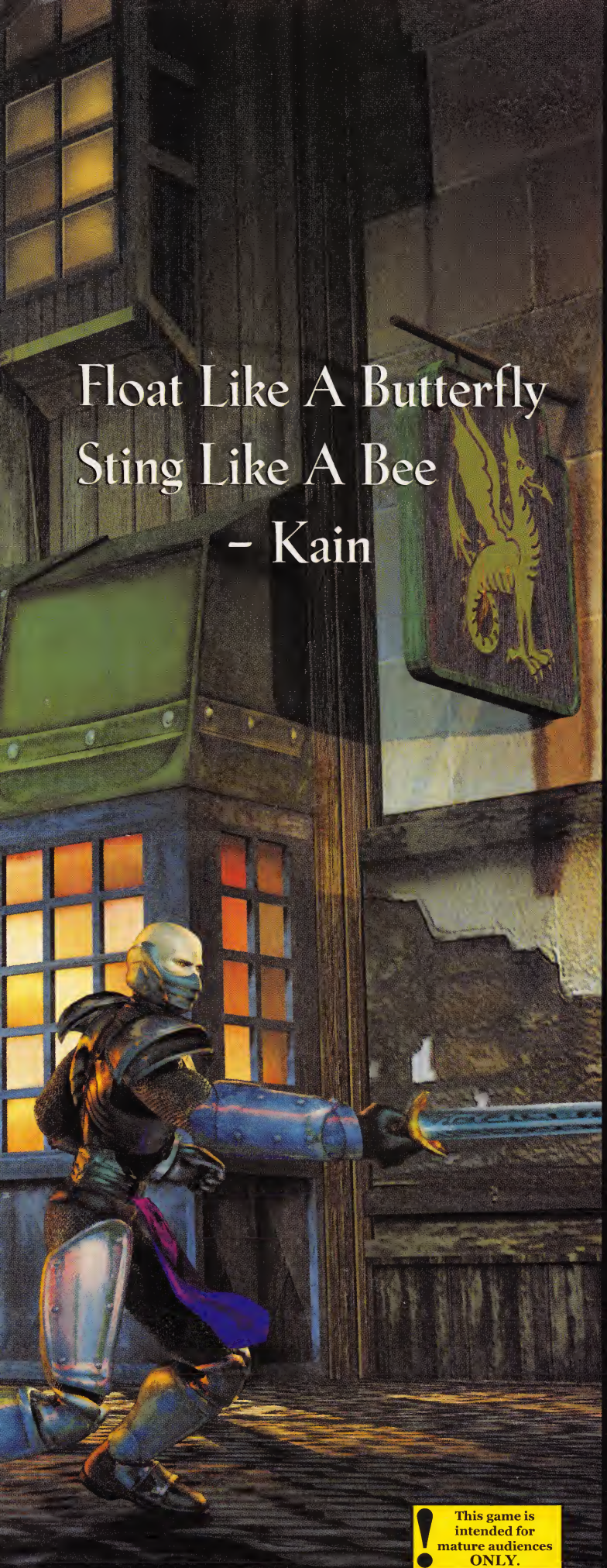
PIKMIN
GameCube Secrets

MEGAMAN X6
PlayStation Codes

STAR WARS OBI-WAN
Xbox Tips


RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
EIDOS INTERACTIVE
GAMES WITH CHARACTER
CRYSTAL DYNAMICS

Float Like A Butterfly Sting Like A Bee – Kain

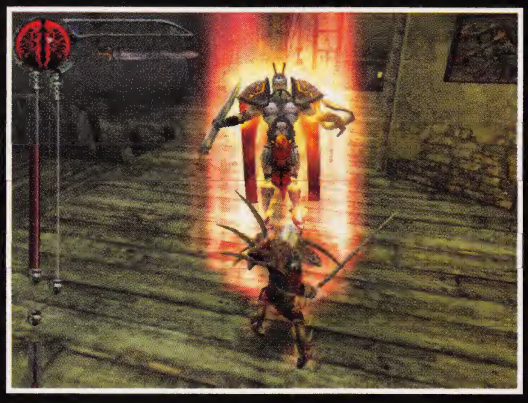


XBOX

PlayStation.2



March 2002, Kain returns to video gaming's high-throne of bloodthirsty bad-asses.



When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

Developed by Crystal Dynamics. ©2002 Crystal Dynamics and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive, Inc. Eidos, Eidos Interactive and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2002 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2

Kain Awakens This March

www.LegacyofKain.com

This game is intended for mature audiences ONLY.



EVERYONE
E
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
INFOGRAMES
PlayStation 2







INTRODUCING WORLD OF OUTLAWS® SPRINT CARS 2002.

Now, for the first time ever on a next-generation console, you can experience the mud-splattered madness of dirt track racing. Fight G-force around treacherous, shifting dirt tracks at over 170 miles per hour inside one of the most dangerous machines on the planet. This is one game that looks, feels and almost smells like the real thing.



忍者

鬼武者

Long ago, in the [illegible] castle is surrounde
for help. One [illegible], only to find she ha
the legion of demon warriors. [illegible] meets the power of th



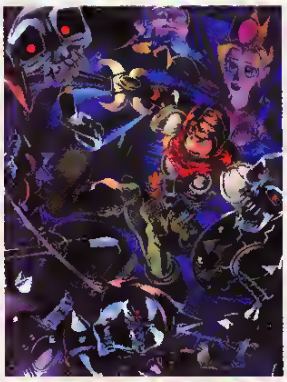
MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

CAPCOM logo are registered trademarks of CAPCOM CO., LTD. GENMA ONIMUSHA is a trademark of CAPCOM CO., LTD. Composed by ©Mamoru Samuragoch. Character Samanosuke Akechi by ©Fu Long Production
ALL [illegible] ING. [illegible] CAPCOM logo are registered trademarks or CAPCOM CO., LTD. GENMA ONIMUSHA is a trademark of CAPCOM CO., LTD. Composed by ©Mamoru Samuragoch. Character Samanosuke Akechi by ©Fu Long Production
[illegible] are either [illegible] ...ssociation. Microsoft, Xbox, and the [illegible] ...ademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.


by power-hungry warlords. The noble Princess Yuki, seeing her life, sends an urgent request
vanished. As the newest hero, the fearless ronin, Samanosuke, vows to avenge the princess and destroy
Xbox™ in a new, enhanced version that weaves the action-packed gameplay of the original.
鬼
GENMA ONIMUSHA
CAPCOM
capcom.com
XBOX

Contents



Prepare yourself: You're about to find out why *Tips & Tricks* is unlike any other video-game magazine you've ever read. We don't concern ourselves with industry news or rumors...we don't even do game reviews. As "The #1 Video-Game Tips Magazine," our only goal is to help you get more out of your video games, from the one you bought yesterday to the dusty relics under your bed that you haven't played in months. Video games are expensive, so we'll help you to squeeze every ounce of enjoyment out of them. Enjoy!

MARCH
No. 85
2002

ON THE COVER: Relive the glory days of *Ghosts 'n Goblins* in a three-dimensional world with Capcom's *Maximo*.

Maximo: Ghosts to Glory ©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. Character by ©2001 Susumu Matsushita Company/Master Licensor Dream Ranch Inc.

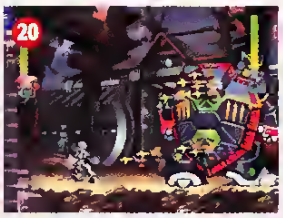
Strategies

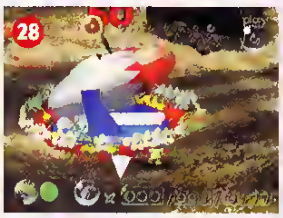
Maximo: Ghosts to Glory by Ara Shirinian — 12

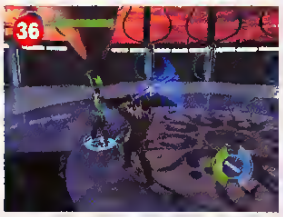
Mega Man X6 by Pat Reynolds — 20

Pikmin by Charlotte Chen — 28

Star Wars: Obi-Wan by Geoff Arnold — 36







Departments

Readers' Tips — 10

Select Games — 42

Pencil Puzzles — 80

Hint Hotlines — 82

Sports Desk — 84

Hard Core — 88

Tournament Report — 90

Collector's Closet — 92

Japan Report — 94

Cool Zone — 96



Codes

PlayStation 2 — 52

GameCube — 56

Xbox — 57

PlayStation — 58

Nintendo 64 — 64

Game Boy Advance — 70

Game Boy — 72

Dreamcast — 74

GameShark — 78





TIPS & TRICKS

Publisher
LARRY FLYNT

President
JIM KOHLS

Executive Vice-President
THOMAS CANDY

Corporate Vice-President
DONNA HAHNER

Vice-President, Administration
LIZ FLYNT

Editor in Chief
CHRIS BIENIEK

Executive Editor
ANATOLE BRDWN

Art Director
LISA BEATTIE

Senior Editor
ARA SHIRINIAN

Associate Editors
JASDN E. WILSON
CHARLOTTE CHEN

Contributing Editor
PATRICK REYNDLDS

Contributors
GEDFF ARNDLD
JOE SANTULLI

Sports Desk
MIKE DALY

Copy Chief
PHILIP SANGUINET

Editorial Assistant
JAMIE ANDREW

Network Systems Director
ANDREA LANDRUM

Network Systems Administrator
MARIE B. QUIROS

Network Systems Operator
LISA W. JONES

Production Manager
DENICE WATERS

Production Coordinator
DDRDTHY HASENECZ

Production Assistant
SABRINA YOUNKMAN

National Advertising Director
MARI KDHN
(323) 951-7909 FAX: (323) 651-0651
ADVERTISING INQUIRIES ONLY; NOT A TIP HOTLINE

Marketing Manager
BRIAN DUNN

Advertising Coordinator
MIKE KASSAK

Advertising Production Director
GINA J. LEE

Advertising Production Coordinator
JDSE SANCHEZ

Subscription Director
R.J. SWIRCZ

FOR SUBSCRIPTION INFORMATION, CALL 1-800-621-8977
SUBSCRIPTION INQUIRIES ONLY; NOT A TIP HOTLINE.

Audit Bureau of Circulations Member

Vice-President, Operations
GERRY AWANG

Vice-President, Sales & Marketing
JEFF HAWKINS

Vice-President, Human Resources
LYN HELLER

Vice-President, Advertising
DAVID LUTZKE

Vice-President, Finance
DAVID WDLINSKY

L.F.P., INC., DOES NOT ENDORSE AND ASSUMES NO LIABILITY FOR ANY OF THE PRODUCTS OR CLAIMS OF SERVICE ADVERTISED IN THIS MAGAZINE.

"Buy this one now."
-Electronic Gaming Monthly

MIDWAY

265 MPH

Straight Adrenaline, With a Helicopter Chaser


Nintendo GameCube™


Xbox™ video game system


PlayStation®2 computer entertainment system

The most powerful driving experience ever is blasting its way onto the Nintendo GameCube and Xbox.

SPY HUNTER

Top secret info at spyhunter.midway.com

PREPARE TO BE HUNTED MARCH 2002

NINTENDO GAMECUBE

XBOX

AVAILABLE NOW
PlayStation.2

AVAILABLE SUMMER 2002
GAME BOY ADVANCE

TEEN T
CONTENT RATED BY ESRB
Violence

Spy Hunter © 1984 2002 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. "Theme From Peter Gunn" Composed and Conducted by Henry Mancini. Published by Northridge Music Company (ASCAP)/ Universal MCA Music Publishing, a Division of Universal Studios, Inc. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are under license from Microsoft. Game Boy Advance and the Nintendo GameCube logos are trademarks of Nintendo.



Readers' tips

Got a question, comment or sarcastic criticism for the editors of *Tips & Tricks*? Write to us at this address:

Tips & Tricks
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We can't respond to every letter, but we do read 'em all. They make us feel all warm and fuzzy, too.

NINTENDO 6S

My friend told me that the Sony company was going to make a new system called Nintendo 6S which is "part two" of Nintendo 64. I want to know if my friend is lying or is he telling the truth about the Nintendo 65?

—Elias Zamudio
Little Rock, AK

Sorry, Elias, there is no Nintendo 65. To clear it up for those of you who might be confused, Nintendo did not make 63 different game systems before it got to the Nintendo 64. Also, we highly doubt that Sony would put the word "Nintendo" in the name of one of its products.

PRODUCT PLACEMENT

I recently purchased *Klonoa 2* for PS2 and I noticed that Klonoa has a yellow figure on the side of his hat that looks like Pac-Man. And *Pac-Man* is made by Namco, just like *Klonoa 2*. Did Namco put it on there to look like Pac-Man, or was it just a coincidence?

—Jordon Vallet
Baton Rouge, LA



No coincidence there; Klonoa's wearing a hat with Pac-Man on it.

RETRO CODES

First, I want to thank you for making the best gaming magazine ever! But I was wondering: How come you don't have any Sega Genesis or Super Nintendo codes? My Genesis broke, but my friend lets me use his. He's always bugging me for codes, so I look in your book and they are never there. Couldn't you put a retro section where you have the *Japan Report* or the *Cool Zone*? If you don't really care about it, I'll just tell him to figure the codes out himself.

—Richard Smith
Vineland, NJ

Unfortunately, we don't have enough space to include Genesis and Super Nintendo codes in our monthly magazine. However, our annual Tips & Tricks Video-Game Cddebook contains plenty of codes for older systems; the most recent edition featured cheats for Super Nintendo, Genesis and even the NES! You might be able to find a copy at a game specialty store, or just wait for the 2002 edition; that should get him off your back!

BEMANI MANIA

I love BEMANI games. I would like to know more about them. Would you please make another article on BEMANI games? I love those games and I'd like to know more about them. Are there any tips or tricks for *Dance Dance Revolution* for PlayStation? Third, are there any BEMANI games coming out for any more systems?

—Dylan Decker
Cleburne, TX

For those who don't know, the term "BEMANI" refers to Konami's line of arcade-based music games. It's an abbreviation of the title of the first game in the series, Beatmania. *While there are only a few BEMANI games here in America, the series is huge in Japan—both in the arcades and at home! We love BEMANI too, but besides the release of* Dance Dance Revolution *for PlayStation last year, there hasn't been very much going on. Our coverage of* Dance Dance Revolution *in the April 2001 issue detailed all kinds of tricks for that game, so please order that back issue if you don't have it already.*



***Dance Dance Revolution* is a worlwide arcade hit... but will the BEMANI series continue at home?**

Hopefully, the trend will somehow catch on here as much as it has in Japan. If it does, you can expect a lot more coverage! As always, keep your eyes on our Select Games *section and* Game Track *for all new releases, BEMANI or otherwise!*

CAPITAL PUNISHMENT

In the December issue, in the Game Track section, you misspelled "Interplay." You didn't even capitalize the "n"! If you are going to make mistakes, you should at least capitalize.

—Walter Downard
Gladstone, MO

Capitalize the "n"...what the heck are you talking about?

TOKEN OF THE MONTH



Front



Back

This month's token comes from Fun City in Ocean City, Maryland; it was sent in by Jack Villarreal of Bushwood, Maryland. Thanks, Jack!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Terror will reveal itself frame by frame.



FATAL FRAME™

BASED ON A TRUE STORY.

When Miku enters a haunted house in search of her missing brother, she has no idea the mystery she's about to unravel. Guided by her sixth sense and forced to face supernatural spirits, her only weapon is an antique camera.

Coming Early Spring 2002

TEEN T CONTENT RATED BY ESRB

Blood and Gore
Violence

TECMO 100% GAMES

For more information, go to
www.fatalframegame.com

PlayStation 2

Fatal Frame ™ Tecmo, LTD 2002. Tecmo ® and the Tecmo logo are registered trademarks of Tecmo LTD. Tecmo, Inc. PMB#553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 946-5005 f (310) 944-3344 "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

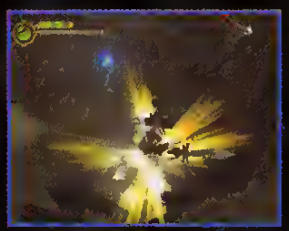


BY ARA SHIRINIAN

MAXIMO
Ghosts To Glory

Since 1985, Capcom's *Ghosts 'n Goblins*, *Ghouls 'n Ghosts* and *Super Ghouls 'n Ghosts* have been regarded by gamers as hardcore cult classics. Although with each iteration the games became progressively easier (in the latter case, thanks to the turtle-speed 2.68 MHz 6SC816 CPU of the Super NES), the series is well known for its bone-crushing unfairness. Most of it probably had to do with the unique "feature" of making the player run through the game twice consecutively before seeing the "real" ending. Today, Capcom Digital Studios has borrowed some elements of these old games—including the main character's heart-pattern boxer shorts—to bring you *Maximo* for the PlayStation 2.

GENERAL BATTLE STRATEGY



Initially, the hardest part of fighting is to gauge the distance between you and whatever undead bad guy is approaching. Sometimes the camera is situated so low that it's tough to see things right in front of you. In most situations like these, it is best to have the Mighty Blow ability. In addition to being the most powerful maneuver that you can use repeatedly, it also tends to propel you forward as you attack. This is important because with the proper timing, you can quickly destroy enemies without even allowing a chance for them to strike back. If this attack doesn't kill your opponent, it will usually push him backward a bit, so you can continue to strike in the same way until he's knocked out. You can then quickly follow up with a downward strike. On the other hand, if the Mighty Blow is blocked, you can respond by blocking yourself before you retaliate.

• BLOCKING



If you have a shield, you can block Playing defensively is safer...but you can only block a limited number of times, so you should get comfortable fighting without the use of the shield. As previously explained, it's always better to take out enemies before they have a chance to attack. However, if you must use the shield, there are a couple points to know. First, it is difficult to use the shield as a reactionary measure. If you try to press the button as the enemy is about to strike you, in most cases you won't be fast enough to block it. The shield is more effective if you have it out already, before you get attacked. Second, many enemies will attack two times in succession if their first attack is blocked. Always anticipate the second attack while you block! Finally, even if you have the button held down, remember that it's impossible to attack and block at the same time.

• DIVIDE AND CONQUER



There are a lot of different types of enemies in *Maximo*, though for most of them the same strategy is very effective. First, it is important to mention that fighting successfully depends on your capacity to draw the enemy to you in a piecemeal fashion. You can only really fight well one-on-one. If there are two enemies attacking you simultaneously, it will be impossible to avoid damage unless they are both attacking from the same direction. In any case, the chances of losing health are greatly increased when you have to battle more than one enemy at a time. To ensure that this doesn't happen, you have to know a few things about the bad guys' movement patterns. First, each enemy has what can be called a "sphere of attention." This is an imaginary sphere that extends out from the bad guy in all directions. If you enter this sphere, your presence will be noticed and the enemy will move towards you to attack. Second, some enemies also have a "sphere of movement." Basically, this means that certain bad guys can only move around in a limited area. This is especially true of the hordes of bad guys you meet at the end of every level. If you run away, they cannot chase you forever. If you have cleared the enemies from all sections of the level behind you, then you can safely retreat at any time if things heat up too much.

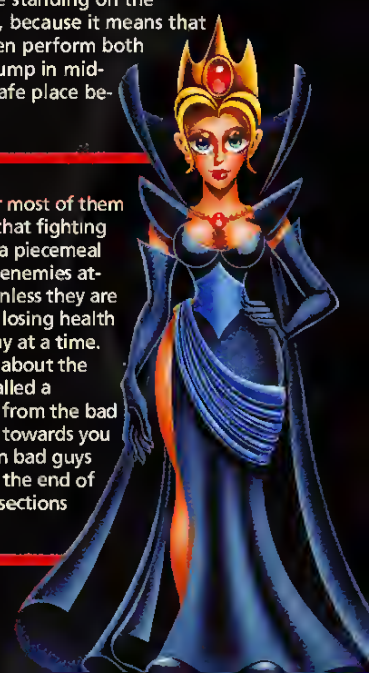
JUMPING STRATEGY



Because of the camera implementation in this game, often the view is not in its best orientation to facilitate traversing over all the floating platforms and rough terrain. You can always press **L1** to force the camera to snap to the default position behind your back. However, be aware that if there is an object in the way (and sometimes even if there isn't), the camera will swing around the long way. Worse, in certain situations the camera will refuse to move at all. Unfortunately, there isn't much you can do about this.

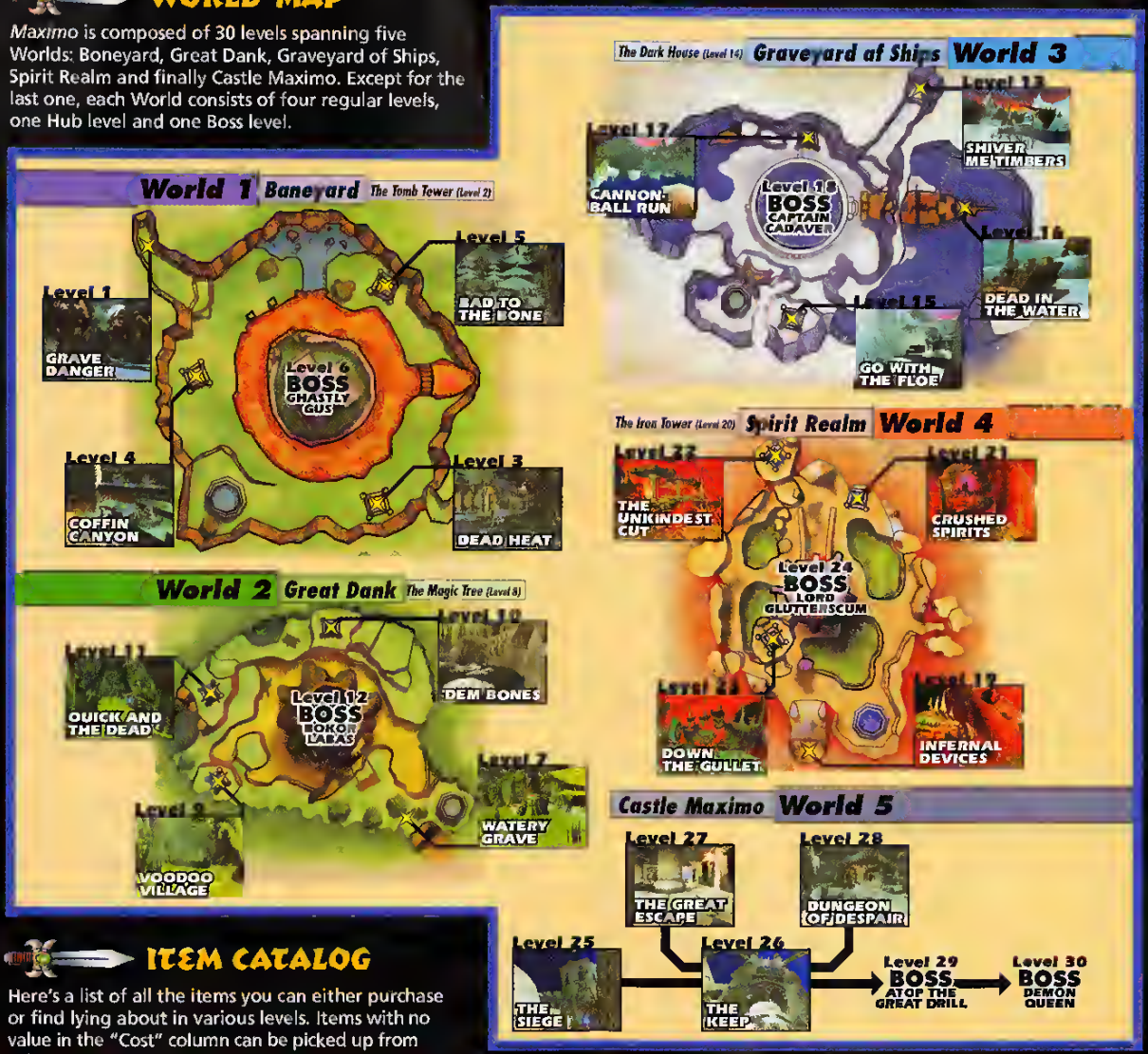


When you attempt to walk beyond the edge of some surfaces, Maximo will hesitate for a moment before falling. This is a nice safety device to prevent you from unintentionally falling to your death. However, don't depend on it to save your hide, as this feature is arbitrarily implemented on only some ledges and not others. In some parts of the game (like Level 7), you may have to jump across gaps that seem impossible to traverse. To extend the length of your jump as far as possible, you will have to actually walk off the ledge you are jumping from a split-second before you press the Jump button! The jumping implementation in this game is unique in the sense that you are allowed to start a jump whether you're standing on the ground or not. This is good, because it means that you can run off a ledge, then perform both parts of Maximo's double-jump in mid-air! Try it a few times in a safe place before doing it for real.



WORLD MAP

Maximo is composed of 30 levels spanning five Worlds: Boneyard, Great Dank, Graveyard of Ships, Spirit Realm and finally Castle Maximo. Except for the last one, each World consists of four regular levels, one Hub level and one Boss level.



ITEM CATALOG

Here's a list of all the items you can either purchase or find lying about in various levels. Items with no value in the "Cost" column can be picked up from different places but cannot be bought.

NAME	COST	FUNCTION
Koin	—	Increases your Koin inventory by one.
Koin Bag	—	Increases your Koin inventory by five.
Diamond	—	Increases your Koin inventory by 10.
Spirit	—	After collecting 50 Spirits, a Death Coin will appear.
Death Coin	—	Allows you to continue after losing all your lives.
Heart	150	Increases your lives by one.
Key	—	Allows you to open locked doors or chests. You can carry up to nine keys.
Gold Key	—	Required to open gold locks.
Green Bottle	—	Partially restores your health.
Red Bottle	50	Fully restores your health.
Shield Charge	—	Restores five units of your Shield meter.
Sword Charge	150	Restores five units of your Sword charge meter.
Armor	100	Adds an additional life bar, up to three maximum. If you have three already, you'll acquire the Gold Armor for 20 seconds.
Foot Cheese	500	Allows you to walk freely on the ground. Disappears if you lose a life.
Monogram Boxers	300	Boxers with an "M" on the front.
Pow Boxers	300	Boxers with the word "Pow" on the front.
Cow Boxers	300	Boxers with a cow pattern.
Mystery	150	Randomly chosen item.
Iron Shield	—	This is the default shield you begin the game with.
Silver Shield	160	Shield with 15 strength units.
Gold Shield	300	Shield with 20 strength units.

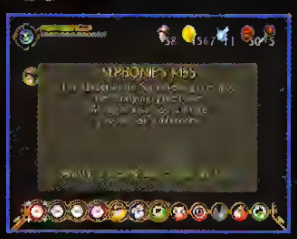
ABILITY & POWER-UP CATALOG

This section details all the abilities and power-ups you can find in *Maximo*. Here are a few things to remember about abilities:

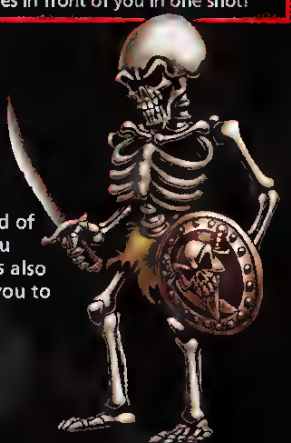
- Most of the items in this section are randomly dropped by enemies. However, certain abilities will only appear after you have reached a particular World.
- You can only possess one of the Shield of Midas, Shield of Storms and Shield of Thunder at any point in time. If you already have one of these before picking up another, you'll lose the ability you previously had!
- You can only lock in a limited number of abilities that will be retained even if you die. Initially, you'll only be able to lock in three abilities. However, for each boss you defeat, you'll be able to lock in one more ability, up to a maximum of seven. To assist you in determining which abilities you would like to lock, I've assigned a rating to each ability. ★★★ is the highest rating and ★ is the lowest.
- After beating each of the first four bosses, you will have the option of collecting a Kiss. If you collect and retain all four Kisses, a secret item, "Gallery," will appear at the main menu.

NAME	WORLD FIRST FOUND IN...	RATING	NOTES
MAXIMO'S ABILITIES			
MIGHTY BLOW	1	★★★	Essential for fighting enemies. See the "Battle Strategy" section in the beginning.
SECOND STRIKE	1	★	If you use Mighty Blow for most of your attacks like you should, this ability is not very important.
FURIOUS SPIN ATTACK	3	★	Good for attacking multiple enemies, but cumbersome to use.
SWORD ABILITIES			
MAGIC BOLT	1	★★★	With a Sword Enchantment, you can fire projectiles at enemies! Consumes two sword units per use.
DOOMSTRIKE	1	★	Powerful, but it also requires a Sword Enchantment and it consumes four sword units per use.
GOLD SEEKER	2	★★	The shockwave of your downward strike can uncover secret chests. This is only really effective if you have Wider Shockwave also.
LONG SWORD	2	★	Increases your reach slightly.
WIDER SHOCKWAVE	3	★★	Increases the range of the shockwave from your downward strike.
RING OF PAIN	5	★	Sounds cool, but it isn't very useful.
SHIELD ABILITIES			
THROW SHIELD	1	★	Its range seems just a little too short.
MIGHTY THROW	3	★★	You can throw your shield farther, but you must already have Throw Shield.
HOVERING SHIELD	3	★	Requires Throw Shield.
SHIELD OF MIDAS	1	★★★	For collecting Koins, this ability is ideal.
SHIELD OF STORMS	3	★★★	Excellent against fighting enemies. You can use it repeatedly without consuming your Shield Charge.
SHIELD OF THUNDER	4	★	Hurts enemies when you successfully block, but it consumes Shield power with every use.
OTHER ABILITIES			
INCREASED ARMOR	2	★★★	Allows you to hold up to four life bars.
MASK OF SORROW	2	★	You can defeat enemies just by running into them, but it's only effective while you're wearing Gold Armor.
LENORE'S KISS	1	—	Beat the first boss to receive this.
MAMBA MARIE'S KISS	2	—	Beat the second boss to receive this.
AURORA LEE'S KISS	3	—	Beat the third boss to receive this.
SEPHONIE'S KISS	4	—	Beat the fourth boss to receive this
SWORD ENCHANTMENTS			
FLAME TONGUE	1	—	Powers-up your attack strength.
PURE BLADE	2	—	Similar to Flame Tongue but with different effects.
FROSTBITER	3	—	Freezes enemies.
ARMAGEDDON	4	—	With Magic Bolt, you can destroy all enemies in front of you in one shot!

ABILITY MANAGEMENT



At the beginning of the game, you can only lock three of the abilities you pick up. As you progress, if you are trying to collect all the Kisses, you will never be able to lock more than the initial three functional items, since each extra space you receive after defeating a boss must be occupied by a kiss item. The top three abilities in my opinion are the Mighty Blow, Increased Armor and Shield of Midas. Later on in the game, as money becomes less important, you can replace the shield item with Shield of Storms. The Magic Bolt is also a good item to lock in because it's the only one that really allows you to kill enemies from far away.







Official video game of the Olympic Winter Games • Arcade multi-player action • Authentic Salt Lake venues

EVERYONE
CONTENT RATED BY ESRB

AVAILABLE FORMATS

PlayStation 2

PC CD

Published by EIDOS INTERACTIVE
eidos.com

AVAILABLE FORMAT

GAME BOY ADVANCE

Published by Ubi Soft
www.ubisoft.com

TM © 1997 SLOC 36 USC 220506. Copyright © 2002 International Olympic Committee ("IOC"). All rights reserved. PC and PlayStation®2 computer entertainment system formats published by Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Game Boy Advance format published by UbiSoft. ©2001 Ubi Soft Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft Inc. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screenshots are from the PlayStation®2 computer entertainment system. All rights reserved.

WHEN YOU LOSE A LIFE...

- You'll return to the last Checkpoint you touched, or the beginning of the stage.
- All items (Hearts, Armor, etc.) that you previously collected will not reappear.
- All Spirits will reappear.
- All previously defeated enemies will return.
- Some treasure chests that you already collected will turn into "Mimic" enemies. The only way to make everything reappear in a level is to complete it, then start it over from the beginning. However, there is an exception to this rule. Items that you collect by purchasing them from the Wheel-O-Prizes in regular Levels will never reappear. On the other hand, the items in Wheel-O-Prizes that are located in Hub Levels will randomly reappear a finite number of times.

ARMOR-COLLECTING STRATEGIES

Because of the way the game is structured, sometimes it may be advantageous not to pick up Armor items. Although it sounds silly at first, in situations where you have only one health bar but you have a lot of lives (15 or more), you can actually make matters worse by picking up Armor. The reason is because for each level, there are a limited number of Armors. Once you pick one up, it will not appear again. Furthermore, whenever you start over at a checkpoint after dying, you begin with two health bars. Collecting Armor when you only have one health bar is a total waste if you die at some point between the last checkpoint and the end of the level. Depending on how many lives you have, the best armor-collecting strategy is as follows:

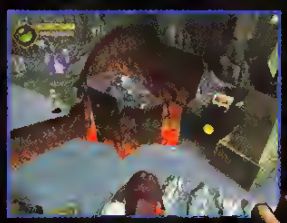
- If you have two health bars or more, always pick up armor.
- If you have a lot of lives, and if you only have one health bar on your current life, kill yourself immediately after reaching a checkpoint. Essentially, you will exchange one life for two full bars of health.
- If you don't have a lot of lives, just don't pick up Armor when you only have one health bar.
- If you have only two lives or less, always pick up armor.

INFINITE EVERYTHING!

If you're patient, you can easily amass a huge amount of lives, Koins, Souls and Keys by simply playing through the first level over and over. It only takes about eight minutes to complete, and each time you run through it you can collect two additional lives, over 200 Koins, 50 Souls and three Keys. You can also pick up the numerous armor items along the way if you need them. Here's how to get the two extra lives in Level 1:



◀ The first extra life is located just before the second checkpoint. You can see it in the cave, but how do you get around the barrier? Just walk up the steps to the cliff above the cave opening. If you strike at the boulder there, another opening will appear. Now just perform a downward strike on the coffin that's inside and *voila!*



▲ The second extra life is located in a secret chest before the wooden bridge. Jump up and down in the same spot as the treasure chest in this picture to obtain it.



CONTINUING



After losing all your lives, you may be able to continue if you possess enough Death Coins. The number that is required to continue depends on how many times you have already continued:

INSTANCE	COST
1st Continue	1 Death Coin
2nd	1 Death Coin
3rd	2 Death Coins
4th	2 Death Coins
5th	3 Death Coins
6th	3 Death Coins
7th	4 Death Coins
8th	4 Death Coins
9th & beyond	5 Death Coins

ENEMY & BOSS GUIDE

WORLD 1: BONEYARD

Guardian Skeleton



This guy is the first really annoying enemy you'll encounter. Using normal attacks, it is difficult to take him out without getting hit at all. It's all about knowing the right tactic. Simply run directly towards him; once you're in range, use the Mighty Blow. You will have to strike twice like this to defeat him, but the first hit will stun him long enough for you to get in the second blow.!

BOSS: Ghastly Gus (Level 6)



If you're having trouble at this point, don't be discouraged. Ghastly Gus is actually tougher to beat than many of the later bosses you'll encounter. First, you must walk up to him and perform a downward strike onto his feet. If you do this correctly, you'll see him start hopping on one foot. Next, immediately do another downward strike in the same manner and he'll be stunned for a few moments. At this time, you'll finally be able to hurt him. If you use the Mighty Blow, it will only take three hits!

ENEMY & BOSS GUIDE CONTINUED

MAX PAYNE™

NEW YORK. FUGITIVE UNDERCOVER COP. NOTHING TO LOSE.™

* ACTUAL SCREENSHOT FROM THE PC



PAINSTAKING ATTENTION TO DETAIL- EVEN THE BULLETS ARE MODELED ACCURATELY.



BULLET TIME™ LETS THE PLAYER USE SLOW MOTION GAMEPLAY TO MOW DOWN ENEMIES.



SELF ADJUSTING DIFFICULTY KEEPS YOU IN THE SWEET SPOT OF GAMEPLAY BLISS.

IGN.COM 9.2/10 GAMESPOT.COM 9.2/10

"(MAX PAYNE) IS A TITLE YOU ABSOLUTELY MUST NOT MISS IF YOU'RE AN ACTION GAMER." - IGN

"AN OUTSTANDING AND ORIGINAL ACTION GAME THAT'S NOT JUST DIFFERENT FROM ALL OTHER SHOOTERS TO DATE, BUT ALSO IN MANY WAYS SUPERIOR." - GAMESPOT

"HIGH INTENSITY, TWO-FISTED GUNPLAY WITH HONG KONG-STYLE CINEMATOGRAPHY. COMPLETE WITH PLAYABLE SLO-MO AND BULLET-TIME. THIS GAME JUST ROCKS." - NEXT GEN

AVAILABLE ON

PC

XBOX

PlayStation 2



MATURE M VIOLENCE BLOOD

PC CD ROM

DEVELOPED BY REMEDY

PRODUCED BY 3D REALMS

PUBLISHED BY GODGAMES

PUBLISHED BY

Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. Gathering of Developers and the Gathering of Developers logo are trademarks of Take-Two Interactive Software Inc. Max Payne and the Max Payne logo are trademarks of Remedy Entertainment Ltd. and 3D Realms Entertainment. 3D Realms Entertainment and the 3D Realms logo are trademarks of Apogee Software, Ltd. Remedy and the Remedy logo are trademarks of Remedy Entertainment, Ltd. in the EU © 2001 Remedy Entertainment, Ltd. and 3D Realms Entertainment. All Rights Reserved. Copyright 2001
Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

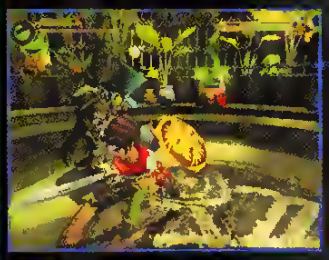
WORLD 2: GREAT DANK

Zombie Crocodile



If you look carefully at the water, you'll be able to see bubbles around the point where these guys are hiding. First, wait for the croc to appear, then immediately perform a Mighty Blow. He'll go back into the water. Next, stand perfectly still until he reappears, then repeat the same maneuver. He'll sustain three hits before dying. Timing is critical; if you attack even a moment too late or too early, you will get hurt.

BOSS: Bokor LaBas (Level 12)



Bokor is even easier to defeat than Ghastly Gus. The name of the game here is avoidance. Bokor will try to cast all kinds of spells on you, but no matter what he does, run away! At some point, he will multiply into a number of copies of himself, running around the screen. Quickly use your Mighty Blow on each one. After you hit the last one, Bokor will lose half his life and his movement pattern will start over. No problem!

WORLD 3: GRAVEYARD OF SHIPS

Pirate Skeleton



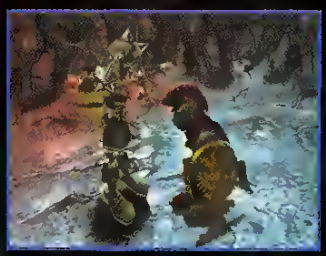
You can never defeat this guy unless you use a downward strike. However, you will have to first knock him down with your Mighty Blow. The important detail here is the sword that's sticking through this guy's guts. If you knock him down from the front, that sword will be pointing upward as he lies on his back. At this point, if you use the downward strike, you will hurt yourself. Instead, jump over him and knock him down from the rear. Now he'll fall forward onto his face and you'll be able to use the downward strike without suffering damage.

Snow Monster



If you're fast, you can run up and hit a Snow Monster with the Mighty Blow before he even has a chance to attack. If you have to attack again, you can immediately run around 90° to either side and stab again with another Mighty Blow. If your timing is good, you can even just stand in place to deliver both blows. The Snow Monster has a powerful ice projectile attack that can be jumped over, but it will be much easier if you jump to the left or right instead of trying to jump over the whole thing.

Bombadier Skeleton



This guy is one of the most annoying enemies in the game. For one thing, he continuously throws bombs at you from distances that are at times surprising. For another, these bombs inflict massive damage. Worst of all is the fact that if you attack him in the normal manner, you will always get hit. The key here is to kneel with **L2** and strike. If you do this, Maximo will only cut off his legs. Now, just run away and the skeleton will explode in a few seconds!

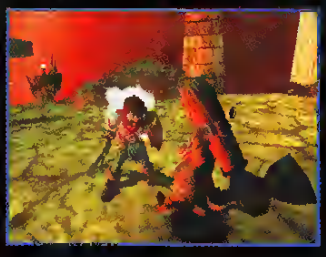
BOSS: Captain Cadaver (Level 18)



The Storm Shield is quite useful in this battle. Captain Cadaver's weak point is his peg leg. There are a number of grates around the room in this battle; the object is to get the Captain to walk over one of these and get his peg leg stuck. With the Storm Shield, you can basically just blow him around the room any way you like. Once his leg is stuck, kneel with **L2** and strike it.

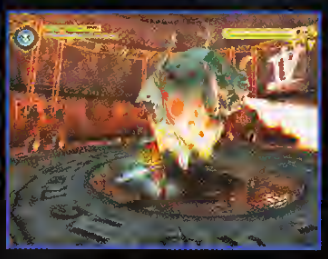
WORLD 4: SPIRIT REALM

Hammer Devil



The Hammer Devils are also very annoying. These guys are such a pain to fight that I recommend running away from them whenever you can.

BOSS: Lord Glutterscum (Level 24)



In order to defeat this guy, you must know when to move in to attack and when to run away. Because he stays in the center of the room all the time, running away in this case amounts to running in circles, which is actually quite effective. At some point, he'll shoot out a stream of flames at you—notice that while he does this, he'll also cease to turn to face you. Use this opportunity to run around him and slice up his butt. As soon as your attack connects, be prepared to jump over the shockwave that moves from the center of the room toward the outside.

WORLD 5: CASTLE MAXIMO

Dark Knight



If you have the Shield of Storms, battling this enemy is trivial. By the time you reach World 5, you should have this item locked in your inventory anyway. Just walk up to him and repeatedly use the gusts from your shield to stun him. After a few repetitions, his body will fall apart as his head floats above you. Jump up and slash the head as much as you can. If his body comes back together, just repeat the process.

FINAL BOSS: Demon Queen (Level 30)



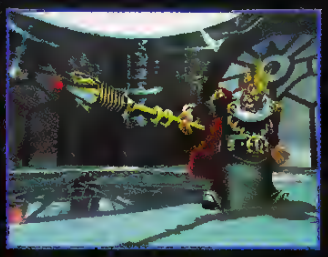


This final battle seems tough, but it really isn't. The entire room is dark and you won't be able to see the Demon Queen except for the brief flashes of lightning and her glowing eyes. The best technique is to run in a random direction, continuously jumping and striking in mid-air. It looks silly, but it works. If you do this, you'll usually be able to hit her before she hits you. She will run away each time, so it's important to be patient.

BOSS: King Achille (Level 29)



Achille's attacks are fairly easy to avoid if you keep moving around. Initially, you can basically strike him anywhere and at any time. However, be sure to run away from him as quickly as possible after your attack connects or you might suffer damage as well. At some point, Achille will start to produce spherical shields around himself. If you look carefully, you'll notice that the icon of a particular ability appears on the shield. If you have that ability, you can attack. If you don't, you'll have to just run around until conditions become more favorable.



When you see Achille transform into his giant form, you'll have to run around the perimeter of the room and strike each of the devices that have appeared. After hitting all of them, Achille will return to his normal form and the pattern will repeat. Don't worry if Achille's health keeps going back up. After a while, his staff will run out of power and he will not be able to heal himself. At this point, his attack pattern will change again. He'll use a three-strike combo every time when he attacks. This is really bad news if you're in front of him, but if you can avoid the first strike, you'll have more than enough time to run around to his back and hit him as he completes his third strike. Continue doing this until he's finished!

Making *Maximo*:
Tips & Tricks interviews the game's creators



Mark Rogers, Producer

T&T: *Who came up with the original idea for Maximo, and in what ways (if any) is the finished product different from how it was originally envisioned?*

M.R.: David Siller, our Studio Director, came up with the initial concept for the game. The proposal was submitted to "The Lords of Capcom," a mysterious group under the direction of Mr. Okamoto which evaluates submissions from the seven Research and Development groups that make up Capcom R&D. *Maximo*'s basic concept has been quite consistent throughout its development; however, many of the details were refined and modified as the product progressed. These are too numerous to mention; they were a result of feedback from team members, Japan R&D and focus testing groups. The last can be particularly brutal!

T&T: *How did you guys decide what elements of the old games to bring over into* Maximo *and which ones to leave out?*

M.R.: Losing the armor and leaving the character in his underwear was obvious, of course. Our intention was to create something different, but with a bloodline that was undeniable. We did not look at the original *Ghosts 'n Goblins* and systematically go through each gameplay element, action and enemy and decide whether to use it or not...we just used the elements that stood out the most to us.

T&T: *In the course of development, was there any communication with any of the original staff of Ghosts 'n Goblins, Ghouls 'n Ghosts, etc.?*

M.R.: Mr. Okamoto, the head of Capcom R&D, was at Capcom when the original *Ghosts 'n Goblins* was created. He took a personal interest in *Maximo* and his input added greatly to the product.



Scott Rogers, Game Designer

T&T: *What are the difficulties involved in bringing a traditional 2-D game into three dimensions of space?*

S.R.: The biggest issue that you have to deal with is figuring out how to handle the space around the gameplay. For example, if you come across something that's shooting at the player in a 2-D game, you have to deal with it or you'll get hit. In 3-D, the player can now go around it...or over or under it! You literally have to start thinking three-dimensionally. What factors are going to direct the player into the mechanic or enemy? Does the mechanic move to compensate for the player's freedom of movement, or is it OK for the player to circumnavigate it altogether? If you just direct a player straight into the mechanic via the path, you end up with *Crash Bandicoot*...which is not a bad thing, but it had been done. We had to develop other obstacles and situations for the player to contend with, so if the player did go "off the beaten path" there was still stuff to do and fun to be had. I think that some of the best moments of the game came about that way.

T&T: *While playing* Maximo, *there were times where I wished that certain interface elements would remain on the screen so I wouldn't have to press* **SELECT** *to see my inventory. For example, when you approach a locked chest, the key inventory icon doesn't appear until you use the key, though it would be more useful to know how many keys you have beforehand. This is an element of game design that seems to be very common in American action/platform games—some of which may do it too drastically, hiding important information at critical times. Any thoughts?*

S.R.: The player wants to see as much of the world and the elements in it as possible. The art team created some gorgeous worlds; why not show them off? The reason for hiding the interface is so the player feels more immersed in the game. While the display is necessary to communicate valuable information to the player, it is a constant reminder that they are not the character they are playing. Anything that breaks down those walls is good. Sometimes the interface can get in the way of seeing valuable information in the world. It's always better to have an uncluttered view of what's going on. In *Maximo*, all the critical information—armor status, sword and shield status—is constantly displayed. The non-critical information, like the ability bar, is just a single button press away. However, the information that's brought up can take a second to digest, which slows down the action. If you are going to slow things down, then it's better to let the players make that decision to stop the action for themselves. As for your key situation:

continued on page 64

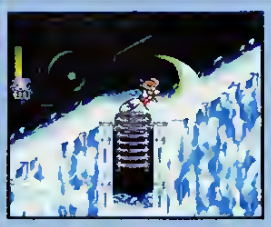
by Pat Reynolds

MEGAMAN X6



Capcom's mighty blue hero is back for his sixth outing in the *X* series. *Mega Man X6* picks up shortly after the end of last year's *Mega Man X5*—X keeps some of the Armor and abilities he had at the end of that game, while Zero is still missing after sacrificing himself to save the planet. Once again, X must fight his way through eight Mavericks, rescue dozens of missing Reploid Hunters and contend with a new threat—the Nightmare Enemy—as well as some minor randomization factors in certain stages. This is the hardest *Mega Man X* title since *X3*; it will really work your 2-D action/platforming skills. This guide will help you find the hidden items and arm you with the knowledge to take down the Bosses with style.

WHAT'S NEW?



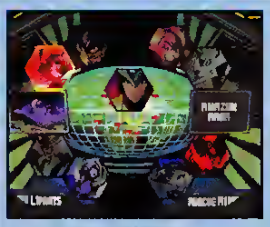
Zero's Saber

In *Mega Man X5* you could choose to play as either X or Zero, the energy saber-wielding Maverick Hunter. This time, X begins the game with Zero's saber equipped. Press △ to slash with it. This weapon is necessary to get past certain obstacles



Rescue the Hunters

Like *Mega Man X5*, you'll find reploid Hunters to rescue; there are 16 in every stage. Rescuing them earns you some health and an extra life. The Hunters can be attacked by the Nightmares and destroyed or transformed into Nightmare robots themselves, so you'll have to hurry to save them all! Certain Hunters will also give you new items after they've been saved. You'll have to play through most of the stages multiple times to find all 16 Hunters due to the randomization factors in some stages and the fact that some Hunters are hidden in areas that you can't reach until later in the game.



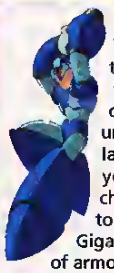
Nightmare System

In every stage you'll find a new type of enemy called a Nightmare. They resemble robotic eyes with tentacles. Destroying Nightmares will create a blue orb called a Nightmare Soul. After defeating a Nightmare, quickly collect its soul before it can reappear. Collecting these souls will allow you to achieve the best rankings and equip the best items. After you've defeated a Nightmare, it'll still respawn but it will not leave behind another soul. However, at the Stage Select screen there will sometimes be a couple of stages highlighted in red. Even if you've already beaten these stages and collected the souls, you'll be able to return to them and find new Nightmares that will drop additional souls for you.

Random Factors

Mega Man X6 is also the first game in the series to introduce random elements in many of the stages. Although these elements do not affect the overall flow of the game at all, it is kind of neat to see new things when playing through the same level multiple times. You'll notice changes to weather patterns, new enemies or a spotlight effect as well as other minor changes to the structure of some levels. Certain stages require that you play through them more than once to find all of the areas.

THE CHARACTERS AND ARMOR



X

You have the option to play as non-armored X at the start of the game. He's got the standard abilities: ground dash, charged Buster Shot and wall climbing. X also takes more damage in this form unless you equip him with the Shock Buffer part later in the game. You should choose to play as X if you are looking for a challenge, since he cannot charge up any Boss weapons and is more susceptible to damage than the armored versions of X. X has no Giga Attack ability, but he can wear four different suits of armor in *Mega Man X6*. Descriptions of each are below.

Falcon Armor



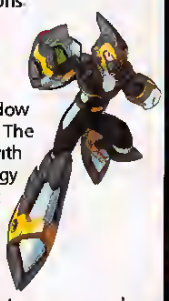
X begins the game with the Falcon Armor from *Mega Man X5*, but it has lost its flight ability and can now only perform an air dash similar to that of the Fourth Armor (the air dash damages weak enemies). X can also dash along the ground and execute the powerful screen-filling Giga Attack right from the start of the game. Boss weapons can be fired both normally and charged as well.



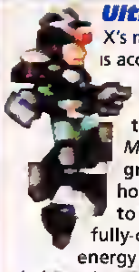
Blade Armor

X's most maneuverable armor, this suit allows him to air-dash in the four basic directions (up, down, left and right). X is also able to execute a charged-up saber slash (full charge, Up + □) and a new saber-based Giga Attack; he can also use all of the special weapons and their charged versions.

Shadow Armor

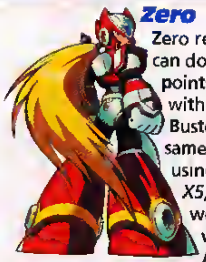


X can stick to walls and even the ceiling (Up + ✕) with this suit of armor, and he no longer needs to fear spikes—he can walk right over them, making the Shadow Armor similar to the Gaea Armor from *Mega Man X5*. The fully-charged Buster attack is a powerful saber slash with the Shadow Armor, while regular shots resemble energy shuriken and fire in a spread pattern. The catch is that X cannot use any special weapons while wearing this armor, which makes fighting some of the later Bosses very, very difficult. X can dash along the ground and even the ceiling with this armor, but there is no air-dash capability. The Giga Attack for this Armor creates two energy orbs that spin around X, damaging any enemy in close proximity.



Ultimate Armor

X's most powerful armor, the Ultimate Armor is accessible from the beginning of the game; look to the end of this guide for a secret code. The Ultimate Armor is identical to the suit of the same name from *Mega Man X5*. With this armor, X has both ground and air dashing abilities and can hover in the air for a short period (press ✕ to jump, then press and hold ✕ again). The fully-charged Mega Buster fires a huge ball of energy that sticks to enemies and inflicts multiple hits. The Giga Attack is a Hyper Dash that can be used freely (L2). This attack propels X forward in a straight line and damages any enemy he touches.



Zero

Zero remains mostly unchanged from *Mega Man X5*. He can double jump, a skill that is incredibly handy at many points in the game. He's got a powerful triple slash combo with his saber, or he can attack with his own (fairly weak) Buster Cannon. Zero uses only a few Boss weapons in the same manner as X (i.e. by selecting it from the menu and using the weapon button to perform the attack). As in *X5*, all of Zero's other acquired attacks do not use weapon energy and can be performed at any time with a D-pad direction and button combination. After gaining the Boss weapons, Zero becomes an incredibly versatile and powerful fighter. A secret code allows you to play as Nightmare Zero, a more powerful version with all of the same abilities as regular Zero.

ITEM PARTS

By rescuing the 15 rep oid Hunters scattered throughout each stage, you'll be able to collect new parts to equip on both X and Zero. The following chart details every item part in the game, which character can use them and in which stage you'll find them. Several parts, known in the game as "limited parts," can only be used once per stage, so choose these carefully.

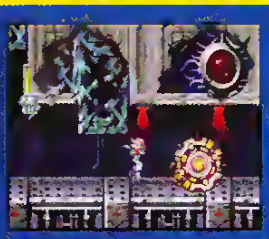
Part	Character	Effect	Stage
Speedster	X or Zero	Movement speed is increased	Central Museum
Jumper	X or Zero	Jump height is increased	North Pole Area
Super Recover	X or Zero	Health and energy pickups are more potent	Amazon Area
Buster Plus	X or Zero	Buster cannon shots are more powerful	Magma Area
Speed Shot	X or Zero	Buster cannon shots are faster	Weapon Center
D. Barrier	X or Zero	Length of invincibility after being damaged is increased	Laser Institute
Hyper Dash	X or Zero	Dashing speed is increased	Inami Temple
Energy Saver	X or Zero	Special weapons consume less energy	Laser Institute
Shock Buffer	X or Zero	Damage is reduced + no backward movement when damaged	Recycle Lab
D-Converter	X or Zero	Damage taken is converted into energy for your special weapon	Weapon Center
Rapid S	X	Buster cannon can fire up to five shots at time	Amazon Area
Ultimate Buster	X	Buster cannon always uses full-charged shots	Magma Area
Weapon Plus	X	Special weapons inflict more damage	Laser Institute
Quick Charge	X	Buster cannon charged faster	Central Museum
Saber Plus	Zero	Normal saber attacks are more powerful	Inami Temple
Saber Extend	Zero	The saber has a longer reach	Recycle Lab
Shot Eraser	Zero	The saber can destroy some projectiles	North Pole Area
Master Saber	Zero	The special saber attacks becomes more powerful	Weapon Center
Life Recover	X or Zero (limited)	Refills the life meter	Amazon Are
Weapon Drive	X or Zero (limited)	Special weapons use no energy for a limited time	North Pole Area
Over Drive	X or Zero (limited)	Rapid-fire charged Buster shots for a limited time	Central Museum
Power Drive	X or Zero (limited)	Weapon attacks cause more damage for a short time	Magma Area
Hyper Drive	X or Zero (limited)	Take less damage for a short time	Recycle Lab
Weapon Recover	X or Zero (limited)	Refills all weapon energy meters	Inami Temple



MAVERICK BOSS WEAPON & WEAKNESS CHART

Maverick	Weapon Received	Weakness (X)	Weakness (Zero)
Blaze Heatnix	Magma Blade/Shoenzan	Ground Dash	Setsuizan
Blizzard Wolfgang	Ice Burst/Hyroga	Magma Blade	Shoenzan
Commander Yammark	Yammar Option	Ray Arrow	Rekkoha
Ground Scaravich	Ground Dash/Sentsuizan	Yammar Option	Yammar Option
Infinity Mijinion	Ray Arrow/Rekkoha	Guard Shell	Guard Shell
Metal Shark Player	Metal Anchor/Rakukojin	Meteor Rain	Ensuizan
Rainy Turtloid	Meteor Rain/Ensuizan	Ice Burst	Hyroga
Shield Sheldon	Guard Shell	Metal Anchor	Rakukojin

PROLOGUE STAGE



Use the Falcon Armor's jump-dash ability to safely get past these rolling metal balls. You can also destroy them with a few slashes of the Z-Saber.

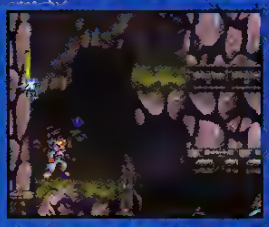




This boss is easy if you know what to do. You can't damage the big robot at all. Instead, you'll need to lure it away from the small hovering sphere, then scale the wall and strike the sphere with your Z-Saber. Avoid the big robot and the shots from the sphere and repeat this tactic for the victory.



You'll need to dash and then jump to cross this gap. Don't worry too much about the drill spikes in this area; unlike other spikes, they won't kill Mega Man instantly. If you can't avoid them, you'll only lose a small amount of health.



Every stage has a number of Nightmare Enemies. Defeat them and you'll be able to collect their Nightmare Souls. Collect these blue orbs quickly or the Nightmare Enemy will return...but when you defeat it again you won't get the Soul. Collecting Souls increases your Hunter rank—the higher your rank, the better the items you'll be able to equip.

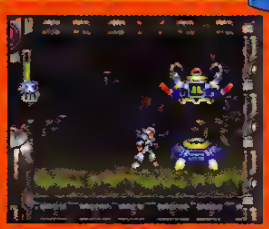


AMAZON ZONE

There's nothing hard about this stage. The only minor threats are the robotic praying mantises; if you destroy them, they'll reappear in a few seconds. Quickly move on so you won't have to deal with them a second time around.



Zero can use his double jump to reach this high wall and get into the hidden area above. X will have to come back after collecting all four pieces of the Blade Armor. What's up there? Three reploid Hunters to rescue and a hidden Boss teleporter (hug the left wall as you fall at the end of the area to hit it).

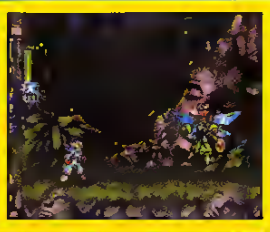


Armor Part—
Blade Armor Legs
After you drop down for the first time, head to the right to find the part in a hidden area.



Heart Tank
About halfway through the stage, you'll come to a point where you can either head to the right or drop down into a small hidden area. Drop down and you'll see the Heart Tank along with two Hunters.





Character	Weapon Gained	Weapon Effect
X	Yammar Option	Creates a shield of three robot dragon flies (pressing △ while the shield is active causes the dragonflies to fire energy orbs)
X (charged)	Yammar Option	Creates a more powerful shield which continuously fires energy orbs in different directions
Zero	Yammar Option	Same as X

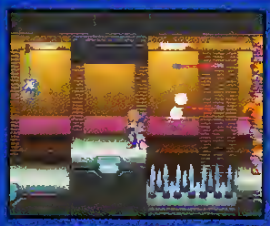
Boss: Commander Yammark



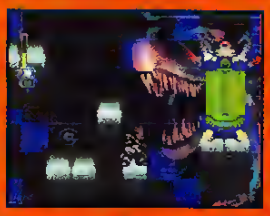
As X: Commander Yammark is the easiest Maverick Boss in the game. You'll also want to go after him first because the Yammar Option is an incredibly useful weapon throughout the game. He'll fire lots of orbs at you, but they're fairly slow; you can either duck under them or jump over them to avoid getting hit. Charge up the Mega Buster and hit him with full power shots for the easy win. If for some reason you saved Yammark for last, the Ray Arrow does a lot of damage to him, but it's not any easier than using your Mega Buster.

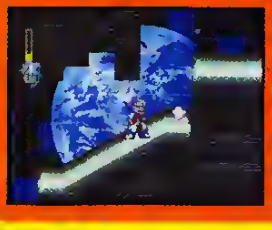
As Zero: Almost easier than fighting him with X, Zero needs only get right in Yammark's face and slash away with his saber. Alternatively, you can hang back and fire at him with Zero's Buster Cannon, which does a good amount of damage to Yammark.

CENTRAL MUSEUM



This stage is completely empty except for four holographic totem poles. Each of these totems warps you into a zone filled with Nightmare enemies. There are several different possible zones and they are randomized, so you won't see them all unless you play through the stage a few times. After reaching the end of a zone, destroy the totem head to return to the main stage. There you'll have to fight the now-solid totem pole. These enemies aren't tough; in fact, you can just use your Giga Crush attack to destroy them in one fell swoop.



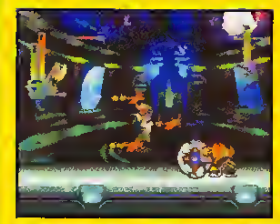


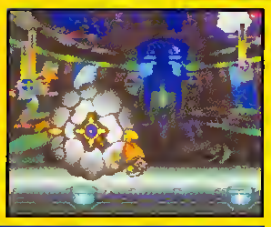
Armor Part—Blade Armor Helmet

You'll find this part in one of the Nightmare zones that the totem poles transport you into throughout the stage. These zones are randomized, so you might not even get the one with the part the first time you go through the stage. If this happens, just re-enter the stage and play until you get the part (it's out the open once you get into the right zone), then use the Exit option to return to the stage-select screen.

Heart Tank

Here's the Heart Tank for the Central Museum. Like the Armor part, it's in one of the totem warp zones and it's also right out in the open, but you'll have to get into the right zone first. If you don't get it the first time through, re-enter the stage and hope for good luck.



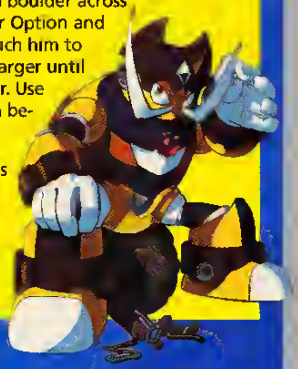


Character	Weapon Gained	Weapon Effect
X	Ground Dash	X creates a small rock and launches it forward
X (charged)	Ground Dash	Creates a large rock and propels it forward
Zero	Sentsuizan (Up + □ in air)	Zero attacks with a downward arcing swipe

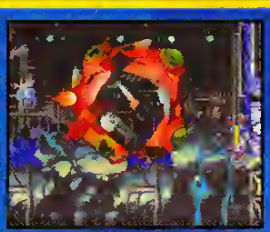
Boss: Ground Scarovich

As X: This boss is kind of funny—and not difficult to defeat if you have the Yammar Option. He'll attack by rolling a boulder across the screen toward you. Activate the Yammar Option and hop over him, letting the Yammar shield touch him to cause damage. His boulder gets larger and larger until you won't be able to jump over it any longer. Use the bars to avoid getting hit and drop down behind Scaravich when he passes below you.

As Zero: Zero's double jump is great for this battle, since it will help you get over the larger boulders that Scaravich will roll out. The same strategy applies as with X: Jump over the boulder and hit him with the Yammar Option. Zero's Saber does fair damage here as well.

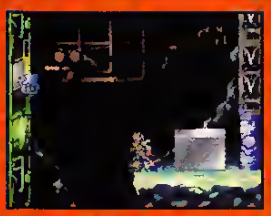


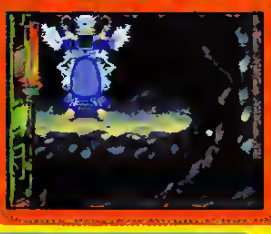
MAGMA AREA





This stage opens with a nasty mini-boss fight. The big robot's weaknesses are the four green orbs. Use the Falcon Armor's Giga Crush when the whole enemy is onscreen to inflict massive damage, then finish off the remaining orbs with the Z-saber or the Yammar Option shield. You'll have to face this monstrosity five times before the end of the stage, but you've got some more room to maneuver. Use the same strategy each time. Zero has an easier time defeating this mini-boss, especially if he's learned a few saber techniques.

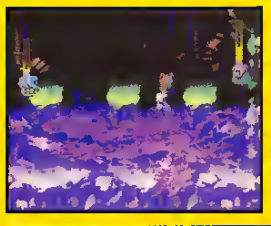


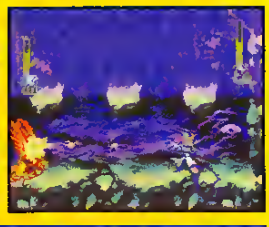


Armor Part—Shadow Armor Arms

Heart Tank

In the area just after fighting the mini-boss for the second time, you can reach a hidden area in the ceiling if you have the Blade Armor. Jump up, then air-dash straight up into the opening to reach this area. You will need Metal Shark's weapon to break through the metal block barring your way to the armor capsule. The heart container for this stage is in the same area, behind one of the reploids.





Character	Weapon Gained	Weapon Effect
X	Magma Blade	X slashes with the saber and creates two fireballs
X (charged)	Magma Blade	Several fireballs appear from off screen and travel across the area
Zero	Shoenzan (Up + □)	Zero attacks with a flaming upward slash

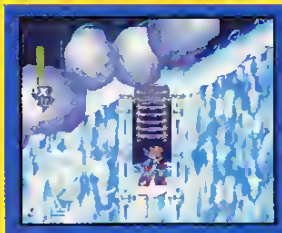
Boss: Blaze Heatnix

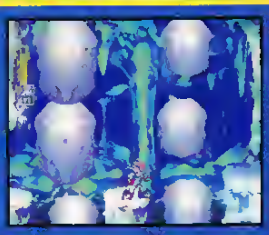
As X: After the tough battles you must survive to reach this Boss, Blaze Heatnix isn't too hard to defeat. Stay above or below the magma he calls from the bottom or top of the screen and let him have it with the Ground Dash. Even the Mega Buster works well here. When he darts offscreen, he'll start flying back and forth, engulfed in flame. These attacks alternate between high and low; even if you get hit by the first one, you'll know where to be to avoid the next two.

As Zero: Get close and use the saber or the Sentsuizan attack (Up + □ in the air). Avoid his easy attack patterns and you'll have him beaten in no time.



NORTH POLE AREA

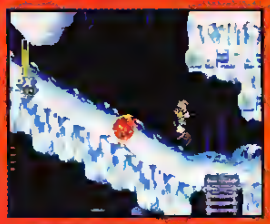




Your main challenge in the early sections of this stage is simply staying on the path and avoiding the massive avalanches of ice rocks. Remember to jump straight up if you begin to slide on ice rather than trying to run in the opposite direction or jump to the left or right.

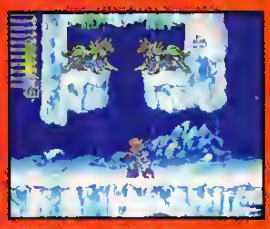


Falling blocks of ice will kill X instantly. Avoid them while staying on the higher blocks to get out of these areas.



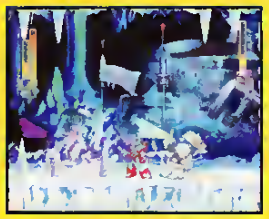
Armor Part— Shadow Armor Legs

After the first section of vertical snowfalls, when the path begins to slope downward, look for a high ledge. X needs the Blade Armor to reach it.



Heart Tank

Just after the vertical falling snow section, after climbing down the ladder you can go either to the right or the left. The path to the right leads to the heart tank, but X can't reach it without the Blade Armor. Zero can double-jump up there, so if you're playing as Zero it's easy. Otherwise, come back later as X and retrieve the heart along with the two Hunters.



Boss: Blizzard Wolfgang

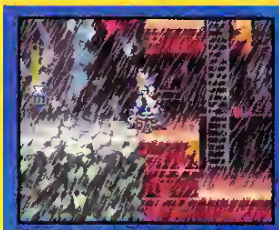
As X: The Magma Blade weapon makes Blizzard Wolfgang almost too easy to defeat. He'll start the fight on the ground—just hit him several times to stun him and he'll take to the walls and fire ice rocks at you. Avoid these by jumping and climbing the opposite wall. Wait for him to return to the ground, then hit him repeatedly with the Magma Blade to win.

As Zero: You'll have to get in close to hit Blizzard with Zero's Shoenzan attack (**Up** + □). It does a nice chunk of damage, though, making this an easy fight. Wolfgang doesn't put up much of an offense as long as you constantly stay on top of him with the attack

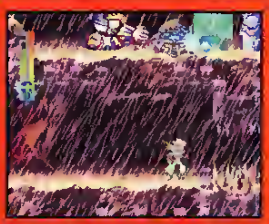


Character	Weapon Gained	Weapon Effect
X	Ice Burst	Fires a small ice boulder straight forward and three ice shards in a fan formation
X (charged)	Ice Burst	Creates a large rock and propels it forward
Zero	Hyroga (hold **Up** + ×)	Zero leaps up and sticks to the ceiling if it's within range. While on the ceiling, press △ to fire ice spears

INAMI TEMPLE



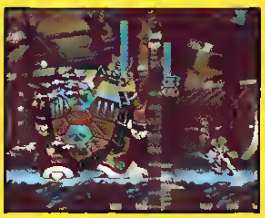
When the acid rain starts, you can refill your health by standing on these pads found throughout the area. Hurry through to the next pad to remain safe.



Armor Part— Shadow Armor Body
Heart Tank

This area is where you'll find all of the hidden stuff in Rainy's stage. These small, spike-lined tunnels lead to the heart container, the hidden Boss teleporter and the armor part for the stage. To reach them, you'll need X's Blade Armor and some mad air dashing skills to get through the gaps without touching the spikes on the floor or ceiling. Alternatively, you can stand near the edge of the spikes, take a hit from an enemy and dash through while your invincibility period is active (D. Barrier works great for this). In some cases, however, you won't be able to take a second hit to get back across the spikes. Still, you keep the goodies you collect even if you die.





Boss: Rainy Turtloid

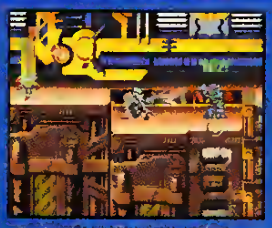
As X: Use the saber to destroy the green crystals, then attack with the Ice Burst weapon after they're gone. When Rainy balls up and begins rolling around, use the wall-climbing technique to avoid him and never stop attacking—he's vulnerable even while rolling around in his spiked ball form.

As Zero: Hit the green crystals on Rainy's back with your saber to make him vulnerable to your attacks, then use the Hyroga technique (**Up** + ×) to cling to the ceiling and attack him from above with ice shards



Character	Weapon Gained	Weapon Effect
X	Meteor Rain	X creates a ball of water that travels straight up and then back down again
X (charged)	Meteor Rain	X creates a ball of water that travels straight up and up and off the screen (several water spheres rain down at an angle)
Zero	Ensuizan (**Down** + △)	Zero attacks with a spinning saber maneuver (perform this attack repeatedly on the ground to inflict massive damage on enemies that are close by)

RECYCLE LAB



The biggest threats in this stage are the crusher ceilings that raise and lower. If you get caught under one, you'll lose a life. Move carefully and use the crevices and other niches to avoid getting smashed.





Armor Part— Shadow Armor Helmet

At the end of the second compressor section (the one that scrolls to the left), when you reach the ladder leading down, ignore it and continue to the left. There's a long platform leading to a second ladder. You're going to need some really good dashing skills to get across it without being crushed. I recommend that you at least use the Speedster part and the Blade Armor for this one. When the compressor starts going up, jump straight up and air-dash into the opening, then ground dash as soon as you land. You should be able to just squeeze through before the compressor slams down again. Climb the ladder down and you'll face some Nightmares as well as a long jump to the right—the Blade Armor or Zero's double jump can clear it easily. On the other side are the armor part and the hidden Boss teleporter!

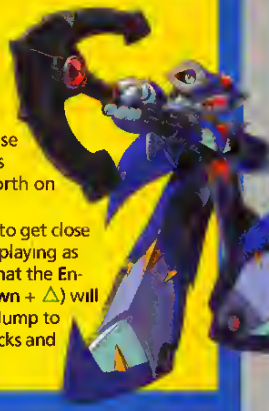
Heart Tank

You'll find the heart tank on the main path through the stage. Drop into the niche and grab it...and don't forget to duck when the compactor comes down.





Boss: Metal Shark Player



As X: Metal Shark Player isn't very difficult. He mainly stays on the ground and doesn't have any big attacks. A fully charged Meteor Rain hits all over the screen, so keep one active at all times. Use your wall climbing techniques to avoid his attacks and jump over him when he "swims" back and forth on the ground.

Character	Weapon Gained	Weapon Effect
X	Metal Anchor	X fires out an anchor which bounces across the screen
X (charged)	Metal Anchor	Several metal eagles attack in a diagonal pattern
Zero	Rakukojin (Down + △ in air)	Zero attacks by dropping straight down with a large broadsword

As Zero: You'll have to get close to Metal Shark when playing as Zero, but you'll find that the Ensuizen technique (Down + △) will cause hefty damage. Jump to avoid his rushing attacks and press the attack.

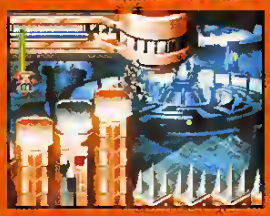
LASER INSTITUTE

If you want to blaze through this stage, take the door on the right when you come to the room with the door in the floor. The lower door takes you to the areas with the armor part, heart tank and hidden Boss teleporter, but the right door leads straight to Shield Sheldon!



Hit the refraction mirrors to angle the laser beams toward the doors in order to continue through the stage.





Armor Part— Blade Armor Body

This one is tricky. When you reach the first laser refractor puzzle, you'll see two doors, one on the right wall and one in the floor. Use the lasers to open the door in the floor and drop down. Head to the left, positioning the refractors as you go to destroy the next door, also in the floor. When you drop into the next area, immediately jump into the left wall. You'll be able to pass through it! Take care of the Nightmare there, then use a dash jump to reach the platform with the armor part to the far left.

Heart Tank

This heart is located on the spikes just to the right of the armor area. There are two ways to grab it. The easy way is to take a hit from one of the Nightmares, then drop onto the heart while you have the temporary invisibility active. You'll snag the heart but lose a life on the spikes; a fair trade. The hard way is to wait until you have the Shadow Armor completed, then return to the stage, go through the whole refracted laser areas again and pick it up (since the Shadow Armor makes you immune to spikes).

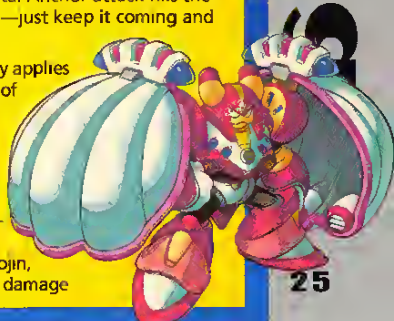




Boss: Shield Sheldon

As X: Wait for Sheldon to come out of his shell, then hit him with the Metal Anchor. His attacks aren't hard to avoid, except when he starts bouncing around the room. Whenever he's vulnerable (out of his shell), is the time to attack. Since the charged-up Metal Anchor attack fills the screen, you won't have to worry about aiming—just keep it coming and Sheldon will go down fast.

Character	Weapon Gained	Weapon Effect
X	Guard Shell	X creates an energy shield that absorbs projectiles and returns them to the attacker
X (charged)	Guard Shell	Four shells appear, one in each corner of the screen; pressing △ causes each to fire an energy shot toward the center of the screen (this attack lasts for a limited time)
Zero	Guard Shell	Same as X (cannot be charged)



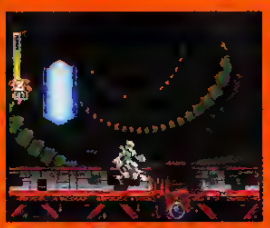
As Zero: The same strategy applies here: Attack when he's out of his shell. Because Zero's Rakukojin technique calls for him to attack from directly above his target, you might find nailing Sheldon to be difficult in some situations. If you're not sure you can hit him with the Rakukojin, any sword attack will cause damage.

WEAPON CENTER





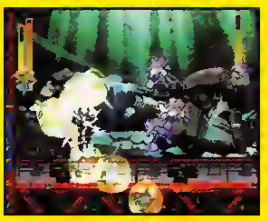
This stage consists of a short area and two mini-boss battles against the giant reploid called Illumina in the background. You can't hurt Illumina during the stage until you reach the bundle of cables with the red orb in the center. This is your target. Avoid Illumina's attacks and take the cables out to move on. Zero's Ensuizan technique (Down + △) works great here.





Armor Part—Blade Armor Arms
Heart Tank

After defeating Illumina the second time, a hidden Boss teleporter will appear. Jump into it, then immediately turn and walk to the left. The Blade Armor part and the heart tank are right there!





Boss: Infinity Mijinion

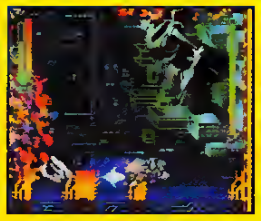
As X: Keep a fully-charged Guard Shell up at all times and jam on △ to get the shells in the corners to fire into the room. Attack Infinity Mijinion with your Buster at the same time, using charged Buster shots to get rid of the blobs he fires out. The Guard Shell shots should take care of the clones he creates. Keep the pressure on and you'll make this tough fight seem a bit easier.

As Zero: Zero has a much harder time against Infinity than X does. Because Zero's Guard Shell only creates the energy barrier and not the attacking shells, it can't be used as an offensive attack. Instead, focus on using big saber techniques like the Ensuizan to clear the room of blobs, then hit Infinity with your best saber attacks.

Character	Weapon Gained	Weapon Effect
X	Ray Arrow	X fires a laser beam straight ahead; the beam will ricochet off obstacles and travel straight up
X (charged)	Ray Arrow	Four energy beams travel from the bottom of the screen to the top, damaging any enemy in their path
Zero	Rekkoha	Several energy beams travel from the top of the screen to the bottom, damaging any enemy in their path (this is Zero's Giga Attack, it's similar to—but more powerful than—X's charged Ray Arrow)

FINAL STAGE: SECRET LAB

Boss: Twin Cell





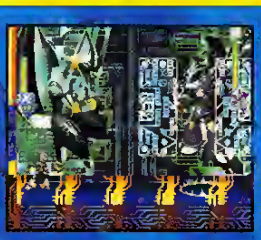
No matter which character you choose for this fight, it's not easy. The two large square blobs that make up Twin Cell fill most of the screen, so staying out of their way is quite difficult. The only time that it's vulnerable is when the eyeballs emerge to attack. Otherwise, you'll need to use some wall-scaling skills to avoid getting hit as the Twin Cell moves around the screen. When the eyes emerge, hit whichever is more convenient with the Metal Anchor or Zero's Rakukojin attack. If you're using the Shadow Armor on X, hit the eye with fully-charged saber attacks and the Giga Attack.

The first section of this stage is full of spikes, lasers and rising magma. It will test many of the skills you had to use to get through the Maverick stages.



Boss: High Max





You'll have to face High Max one more time before the end of the game, but this battle isn't significantly harder than the last time you fought him. X's Shadow Armor works wonders here, but getting through the next area without the ability to double jump or air dash is almost impossible. With X, use charged Buster shots to destroy his shields when he puts them up, then attack him directly with any special weapon. As Zero, wait for High Max to raise his shields, move just underneath him and perform a small hop into an Ensuizen (Down +△). This will directly damage him without having to deal with his shields.

Boss: Gate

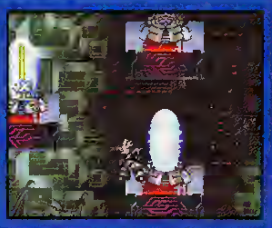




This battle is difficult for two reasons. None of your weapons have any effect on Gate, and the fight takes place in a room with no floor and several suspended platforms. The only way to damage Gate is by breaking the energy spheres he shoots into pieces and hoping that he gets in the way of one of them. Each sphere will split into six smaller orbs, which will fly away in arcs. If one of the orbs touches Gate, he'll take damage. If you leave a sphere alone long enough, it will affect your movement—each color has a different effect, such as slowing you down, speeding you up or causing you to be pulled toward it. Considering that one false step during this battle means a quick demise in the pit below, your best plan of action is to destroy the spheres as fast as possible. To make matters worse, Gate will occasionally fly around the room and destroy some of the platforms. You can always use the wall for a quick getaway, though, and the platforms will reappear after a few seconds. As X, use the saber to break the spheres. As Zero, the Rakukojin (Down + □ in the air) works great, as the downward attack will send the orbs flying off in both directions (attacking the spheres from one side or the other usually results in your destroying the orbs coming toward you).

??????? AREA

It couldn't be called a *Mega Man* game if it didn't have a section where you must face all eight Mavericks again. Each of the eight teleporters leads to one of the Mavericks. Use the same strategies as before and grab the health items that reappear at the top of the area to refill after each battle.







Final Boss: *Sigma*

Sigma has two forms in this battle. First, he'll be a weakened, incomplete version of himself; not at all hard to defeat. He'll attack with a fast energy shot and a large energy wall that can be pushed back with your Buster cannon. Hit him with charged shots or saber attacks. The second part of this battle is where things heat up. Sigma takes a new form and attacks by firing out green blobs that transform into skulls that attack you or platforms. Take the skulls out quickly—if you don't, they'll rapidly wear you down. Also, when they're destroyed they often drop health items, which are great for keeping you alive and filling your E-Tanks.

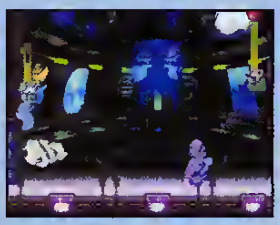
Sigma will alternate between a couple of different attacks. The first is an energy beam that fills the screen. The only safe spot to avoid getting hit by this attack is directly beneath Sigma's jaws. The next attack causes vertical energy beams to shoot upward from the ground. Dash back and forth to avoid these. The only time that Sigma is vulnerable to attack himself is when he opens his mouth to attack. Use your charged Buster or saber attacks. After taking a large amount of damage, Sigma will begin attacking with large energy orbs. You can use the green platforms to avoid these shots. This is an intense battle, but you can make it easier by grabbing the health pickups and learning Sigma's patterns.

HIDDEN BOSSES

Throughout the stages there are teleport tubes that will take you to alternate areas followed by a hidden Boss battle. After you've beaten them all, you'll face Dynamo again if you enter another teleporter. Note that once you enter one of the hidden Boss teleporters, you leave whatever stage you were playing behind and will have to start over from the beginning after fighting the hidden Boss.

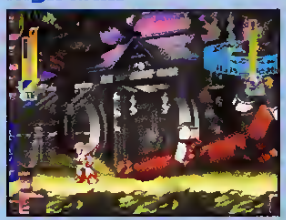
Nightmare Zero





The first time you fight a hidden Boss (most likely the one in the Central Museum stage), you'll face Nightmare Zero. Presumably corrupted by the Virus from *Mega Man X5*, he'll attack you. Zero is tough, but not impossible to defeat, even early in the game. Equip the Yammar Option if you've beaten Commander Yammark for extra protection. When Zero appears, try to dash-jump behind him and hit him with the saber. He'll teleport away again, so repeat the process. Most of Zero's attacks project forward, so if you get behind him quickly they'll miss you. After defeating Zero, you'll be able to choose to play as either X or Zero for the remaining stages.

High Max

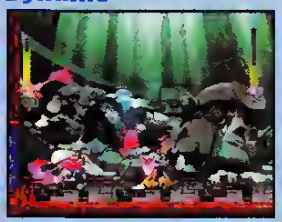


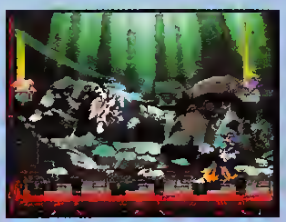


Here's High Max again... but this time you can hurt him. Depending on when you fight him, High Max can be either a real pain or not too difficult. If you have an E-Tank and some good special weapons, he's pretty easy. It's possible to defeat him early in the game, as he's the second hidden Boss you'll fight after Nightmare Zero; you can actually fight High Max on the second stage of the game if you choose. Hit him with a fully-charged Mega Buster attack (Ultimate Buster works great here), then hit him with any special weapon you have. (I like Yammar Option for its energy shots and Magma Blade because it hits all over the screen). The Ray Arrow also works well here.

High Max has three main forms of attack. He'll fire energy bursts at you; just scale the walls and jump to avoid these. His other two main attacks involve creating energy weapons around his body and rushing at you. Don't freak out—simply duck down in the corner to avoid both of these attacks. He's also got two less common attacks. If he sends a giant energy ball toward you, climb the wall and jump over it to avoid it. If he moves to the middle of the screen, he'll start spewing energy balls all over the place. Dash back and forth and use the walls to avoid them. At this point, High Max is vulnerable to any attacks, so take the offensive and hit him with anything you've got. After defeating High Max, you'll have the option to attempt the final stage, even if you haven't defeated all of the Maverick Bosses!

Dynamo





If you enter any more hidden Boss teleporters after defeating Nightmare Zero and High Max, you'll face Dynamo. He's not hard; any weapon will damage him. Hit him with Meteor Rain or Zero's **Down** + △ attack and he'll drop a green soul. You can beat three of these souls out of him every time you face Dynamo—they're worth 200 normal souls apiece! You'll increase your Hunter Rank dramatically after defeating Dynamo.

SECRET CODES

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

Ultimate Armor X

Press **START** at the first title screen, then press **Left, Left, Left, Right** at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows **X** to fire a super charged shot, hover in place and perform the Mega Crush attack at will. X in this form is very powerful, so if you want a challenging game, it's best not to use this code and play through the game the first time with the normal version of X.

Nightmare Zero

Press **START** at the first title screen, then press **L1, L1, L1, R2** at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful

PIKMIN™

by Charlotte Chen



Nintendo's *Pikmin* is the newest creation of Shigeru Miyemoto, the man who dreamed up some of the company's most beloved characters. Mario, Zelde end Donkey Kong all owe their existence to his (dare I say it) fertile imagination. Although a charming new character by the name of Ceptain Olimer mekes his eppearence in *Pikmin*, the geme is distinct from Miyemoto's earlier work because the focus is not on the mein character, but rether on the Pikmin end how their group efforts help him cope with the strenge world eround him. Although it's fun to explore the world, this is e somber mission; the speceship Dolphin hes crash-lended minus 30 essential components, and Captain Olimar's life-support system will only function for 30 more days. *Pikmin* is a strategy game which requires careful end efficient management of the Pikmin in order to recover the greatest amount of speceship perts in the shortest possible time. However, you do not have to recover every last part in order for your spaceship to function. The non-essential parts are listed in blue throughout the guide. However, if you do not get every part, you cannot get the good ending. The clock is ticking, so let's get sterted.

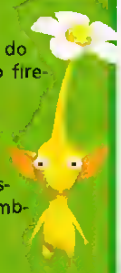
PIKMIN BASICS

Pikmin go through three stages of development from Leaf to Bud to Flower. A Flower Pikmin is the strongest and fastest you can have. You can leave Pikmin planted in the ground and wait for them to mature before you pick them, or you can make them drink yellow nectar and they will instantly mature into flowers. Pikmin also come in three different colors.



Red Pikmin

These are the strongest Pikmin, and do well in direct combat. They are also fireproof.



Yellow Pikmin

These are the lightest Pikmin; they can be thrown the furthest distance. They are also able to use bomb-rocks, serving as your demolition crew.



Blue Pikmin

Only the blue Pikmin can walk through water without drowning.

GARDENING

Throughout the world, you'll find colorful circular pellets with various numerical designations ranging from 1 to 20. These nutritious discs come in three different colors which correspond to the three types of Pikmin. If a pellet is brought to an Onion of the same color, it will produce more Pikmin than if it is brought to an unmatching Onion. Here is a chart marking the general conversion:

	Same Color	Different Color
"1" Pellet	2 Pikmin	1 Pikmin
"5" Pellet	5 Pikmin	3 Pikmin
"10" Pellet	10 Pikmin	6 Pikmin
"20" Pellet	20 Pikmin	10 Pikmin

OLIMAR BASICS

If Olimar is injured, he can return to the circle of light outside the Dolphin and press A to repair his suit. He will also take note of how many parts he's recovered and how many more he needs before he can search a wider area.

Bomb Safety Tips

Yellow Pikmin holding bomb-rocks are dangerous, so keep them separated from your other Pikmin. If you press X, all of your Pikmin will be organized into their color groups and the yellow Pikmin holding bomb-rocks will form their own squad. If you throw one of these bombardiers and it doesn't see anything to throw the bomb at, it will just stand there until you call it. When you call it, it will drop the bomb! If you have an idle bomber, don't call it back unless it is not near any of the other Pikmin. If you don't want it to drop the bomb, just touch it and it will rejoin your group.

DAY 1

Location: The Impact Site

Dolphin Part #1: Main Engine



This is the only day that has no time limit. Walk around a bit until you find the Red Onion. Pluck the Pikmin and experiment with the different controls to command it. Throw it onto the Pellet Posy and have it bring the pellet back to the Onion. When you have at least ten Pikmin, move the cardboard box. You've found the Engine! Search the area and bring more pellets back to the Onion until you have at least 20 Pikmin. However, don't bring the Engine back to the Dolphin until you are ready to leave. Since today has no time limit, you can spend as long as you want gathering pellets, exploring and growing more red Pikmin. Also, if you wait a bit before picking the Pikmin, they will grow buds and flowers on top of their heads, making them stronger and faster. However, don't wait too long to pick them after they become flowers. After a fairly long period of time, they'll just disappear back into the soil!

Note: Goolix and Mamuta appear in this location after Day 8. See "Rare Creatures" at end of this guide for more details.

DAY 2

Location: The Forest of Hope

Dolphin Part #2: Eternal Fuel Dynamo



The time limit is now imposed. Watch the sun meter in the upper left corner to track its movement from morning to night. You should set a goal of finding a minimum of one Dolphin part per day. If you are getting near the end of the day and it seems as though you cannot bring a part back to the Dolphin in time, you can also choose to start from your last save. This way you can attempt the day again with better knowledge of the area's layout.

The Eternal Fuel Dynamo is lying next to the lake in this area. Extract your Pikmin, gather red pellets and lead them to the small patch of grass to find yellow nectar. When you have about 25 Pikmin, make them knock down the white wall. Kill the Dwarf Bulborbs on the other side and bring their bodies back to the Onion. When you have at least 40 Pikmin, bring the Eternal Fuel Dynamo back to the Dolphin. Afterwards, gather up the rest of the Pikmin and make them kill the Spotty Bulborb sleeping by the next white wall. Make 10 Pikmin carry the body back and have the rest knock down the wall. Kill the enemies in the next area, but leave their bodies for now. Walk up to the Onion. You've discovered yellow Pikmin! Command the yellow Pikmin to gather up the various pellets and bodies in the area, then pick up the bomb-rocks lying on the ground by the stone wall and blow it open.

DAY 3

Location: The Forest of Hope

Dolphin Part #3: Whimsical Radar
Dolphin Part #4: Extraordinary Bolt





The Whimsical Radar is on a high ledge, while the Extraordinary Bolt is sealed behind a stone wall. Get 40 red and 10 yellow Pikmin, then go through the stone wall you opened yesterday. Kill the enemies, then zoom out and look to the west. Throw 20 Pikmin up to the Whimsical Radar and they'll bring it down. Have the rest carry back the bodies. After the radar reattaches to the Dolphin, you can press Y to view a map of your location in the radar screen. Stars indicate the positions where your spaceship parts fell. Use the red compass arrow to orient yourself, since it always points due north. Also, if you have Pikmin in the field, they show up as small dots of their color when moving around or as green dots if they are still planted. If you look at the screen now, you will see four spaceship parts to the north and two to the south. Keep going north along the path to the next stone wall (if you turn the angle so the view is directly overhead, you should be able to see a large screw behind it.) Bomb open the wall and carry the Extraordinary Bolt back to base.

DAY 4

Location: The Forest of Hope

Dolphin Part #5: Nova Blaster



Get some bomb-rocks with your yellow Pikmin and blast open the stone wall to the north of the Dolphin, if you haven't done so already. Kill the Bulborbs on the other side. Knock down the white wall to the east, then march through and waste all the Bulborbs in sight. Don't pick up their bodies yet, instead, go to the end of the path and get your Nova Blaster. Divide your troops so some of them carry the bodies and some of them carry the Nova Blaster. Throw 20 yellows up to the yellow "20" pellet on the tree stump next to the northern pathway. Spend the rest of the time harvesting pellets.

DAY 5

Location: The Forest Navel

Dolphin Part #6: Space Float
Dolphin Part #7: Automatic Gear





Drop into the pool to the west and activate the Blue Onion. Grow some blue Pikmin and start harvesting pellets. The Breadbug will eventually make an appearance and try to take your pellets. Have two blue Pikmin engage in a tug-of-war with it and lead it back to the Onion. When it gets sucked up, it will take significant damage. Repeat and it will die, expelling the Space Float. While your blue Pikmin are carrying the Space Float, get some red Pikmin and have them knock down the wall and extend the narrow branch bridge to the west that leads up to the Automatic Gear.

DAY 6

Location: The Forest Navel

Dolphin Part #8: Gravity Jumper



Get an army of red and yellow Pikmin and have them build the two bridges that lead to the lower area filled with Fiery Blowhogs. Separate the Pikmin and kill them all with the red Pikmin. Be careful to attack when the Fiery Blowhogs are facing away from the water. Fire will not hurt the red Pikmin, but if they get thrown into the water they will drown. Take the yellow Pikmin over to the south, where you can see the top of a bridge. Throw them up and behind the bridge; they'll start building it so that it leads down. Have a few bring the Gravity Jumper back to the Dolphin and get the rest to start building the bridge on the other side. Grab some bomb-rocks and start blasting at the stone walls near the Dolphin.

DAY 7

Location: The Impact Site

Dolphin Part #9: Positron Generator

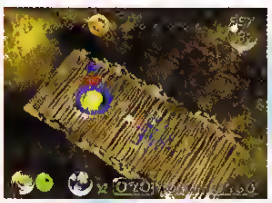


Now that you have some blue Pikmin, go back to the earlier areas so you can get the parts that are blocked by water. First withdraw about 10 yellow Pikmin and get some bombs from inside the cardboard box. Go up and bomb the stone wall that leads to the lake. Go through and bomb the weaker wall that leads back to the Onions. Get about 30 blue Pikmin and look at the Pearly Clamclamp on the left. The Positron Generator is stuck inside. Aim with the cursor and throw your Pikmin into the shell so that they land to the side of the generator. They'll attack it, then the shell will start to widen. Call your Pikmin back or they'll get eaten. When the shell reopens, throw the Pikmin back inside. Repeat until the generator pops out. Spend the rest of your time growing Pikmin. The pearls in the other clamshells are good for 50 Pikmin sprouts.

DAY 8

Location: The Forest of Hope

Dolphin Part #10: Sagittarius
Dolphin Part #11: Shock Absorber





Withdraw 50 blue and 50 red Pikmin and go to the lake in the south. Kill the enemies in the way, then build the bridge. Separate a few Pikmin to carry the spoils back to their Onions. Make the red Pikmin work on the first bridge, then bring your blue Pikmin across the water to build the connecting bridge. When the bridges are done, gather up all the Pikmin and have them grab the Sagittarius. Separate a few to bring it back to the Dolphin and use the rest to kill all the Spotty Bulborbs by the lake. After the Sagittarius gets back to the Dolphin, take your blues and go through the south exit, then head east through the small puddle of water. Lead the Pikmin up the tree root to the next area, kill the Bulborb, then bring back the Shock Absorber. Spend the rest of the time harvesting pellets and drinking as much yellow nectar as you can find. You'll need some strong Pikmin tomorrow.



DAY 9

Location: The Forest of Hope

Dolphin Part #12: Radiation Canopy

Go north with 50 blue Pikmin and 50 red. Toss your red Pikmin up to the next ledge. Lead the blue Pikmin east and have them batter down the wall in the shallow puddle. When the blue Pikmin are done, walk through with them, meet up with the reds and batter down the next door. Get ready for your first boss fight.

BOSS: Armored Cannon Beetle



The Armored Cannon Beetle can't be attacked head-on. It will attack by sucking in air through a hole in its head, then firing a boulder through its mouth. When it begins sucking, throw a Pikmin into the hole in its head. If you aimed correctly, the Pikmin will lodge in the hole and cause the Beetle to lose equilibrium. When it opens its shell to correct its balance, you can lead your army behind it and throw your Pikmin onto the exposed back. The Beetle will stumble around for a bit, then close the shell. Repeat the pattern until it dies. Divide your army so that some of them carry the carcass and some carry the Radiation Canopy. Spend the rest of the day killing enemies and growing more Pikmin.

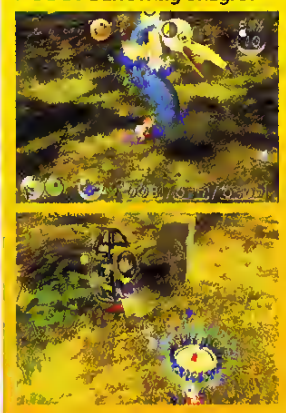
DAY 10

Location: The Forest of Hope

Dolphin Part #13: Geiger Counter

Get 100 blue Pikmin and go through the south exit. Head west to the last Dolphin part in the region. Check the radar screen (Y button) if you're still unclear on where to go. Throw 10 blue Pikmin up to the cardboard box and have them shove it out of the way. Now bring all your blue Pikmin across the bridge and make them wait near the water. Don't walk too far in yet. If any Pikmin fell into the water, round them up, too. Get ready for another boss battle.

BOSS: Burrowing Snagret



This is one of the most difficult battles in the entire game. There are three Snagrets in the region, and they have immense beaks which can scoop up a lot of helpless Pikmin in one jab. Keep your Pikmin focused on one Snagret at a time. If you lose too much of your army, retreat and gather up some more Pikmin from the Onion. When the Snagret burrows underground, call all your Pikmin together, then wait for it to emerge. Circle behind and throw Pikmin onto the back of its neck. Also try to swarm the back of its head and neck with Pikmin just as it begins to emerge from the ground. Keep at it! You are going to take significant losses, but as long as you have at least 50 Pikmin by the time you get to the last head, you will win this battle. The Geiger Counter pops out when the last Snagret dies. Have your blue Pikmin carry all the spoils back to the base, then race ahead of them. When they get there, make them drop any red and yellow pellets they're carrying so the same colored Pikmin can bring them to their Onions.

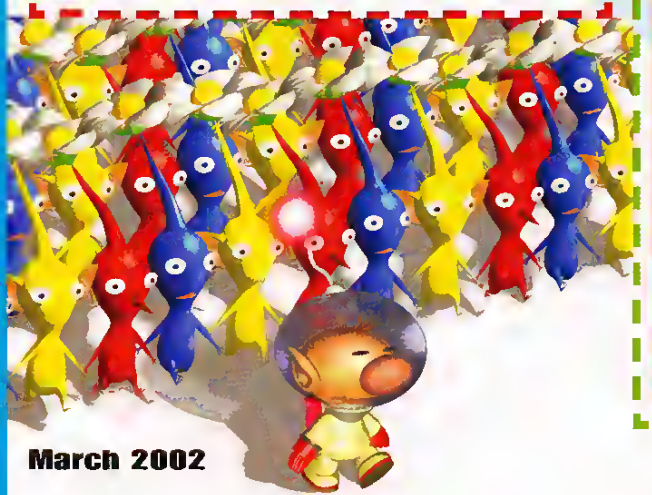
DAY 11

Location: The Forest Navel

Dolphin Part #14: Anti-Dioxin Filter



Pull out 50 reds and 50 blues. Separate them, then use the reds to wipe out all the Fiery Blowhogs immediately south of the base. When the passage is safe, take your blues down to the water. Watch out for the Wollywogs; just use the C-stick to move your Pikmin out from under its shadow when it tries to squish you. Kill all the Wollywogs by throwing Pikmin on top of their heads, retreating when they jump, then throwing more Pikmin on their heads. You can also swarm around them and hold them down if you have enough Pikmin, though this is extremely risky behavior. Have some blues grab the Anti-Dioxin Filter that's sitting in the water and have the rest round up the spoils. Get about 15 yellows, bring them over to the can full of bombs sitting by the lake and bomb more of the stone walls near the Dolphin.



DAY 12

Location: The Forest Navel

Dolphin Part #15: Omega Stabilizer

Grab 100 reds and go southwest. Kill all the enemies, but don't carry any spoils back yet. Knock down the wall that leads to the eerie blue-lit area with a giant mushroom in the center.

BOSS: Puffstool



A scrumptious mushroom is sitting in the center of a pit filled with fire spouts. Use your red Pikmin to attack and it will flip over. Continue the attack until it turns right side up, then call all your Pikmin and retreat. The mushroom expels a poisonous fume that possesses any Pikmin it touches, making them turn around and attack you. Repeat the attack until the mushroom expires, after which the Omega Stabilizer will pop out and any possessed Pikmin will return to normal. Repair your suit back at the Dolphin if necessary. Make the Pikmin take the Omega Stabilizer back to base, then go back and get some yellow Pikmin to pick up some more bombs by the lake. Spend the rest of the time bombing the stone walls around the base and collecting pellets and bodies.



EVERYONE E CONTENT RATED BY ESRB

The adventure of a lifetime is waiting for you in any one of our 78 breathtaking levels. Where else can you swim in the bluest of waters, ride on the greenest of dinosaurs or simply spend a relaxing afternoon with Mario or Luigi? Do all this and more in the complete Super Mario World! Now on Game Boy® Advance. | LIFE ADVANCED™

SUPER MARIO WORLD® SUPER MARIO ADVANCE 2

© 1983-2002 Nintendo ® and Game Boy Advance are trademarks of Nintendo © 2002 Nintendo. Game and Game Boy Advance sold separately www.gameboy.com

DAY 13

Location: The Forest Navel

Dolphin Part #16: #1 Ionium Jet
Dolphin Part #17: Guard Satellite



Grab 20 blues and head north. The #1 Ionium Jet is sitting in a pond. Make them bring it back to base and put them away. Grab about 50 each of reds and yellows. Separate them, then scout around in the southern area with the reds and kill any enemies you see. Bring the yellows over to grab some more bombs, then bomb open the stone wall to the east that is next to a couple of fire spouts. Time your throws carefully so the yellow Pikmin don't run right over the fire spout when they drop their bombs. Wait for the fire, then throw the Pikmin at the wall; it should run back to your group as the fire dies down. When the wall is down, gather up your Pikmin—minus the bombardiers—and enter boss territory.

BOSS: Beady Long Legs





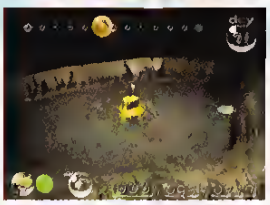
If you don't have enough yellow Pikmin, you can use the yellow Candypop Bud nearby to transform your excess red and blue Pikmin into yellow sprouts. Gather up 100 yellow Pikmin and attack! The Beady Long Legs will stomp all over everything, so keep your Pikmin moving and call them off when they start attacking the feet. Get underneath the creature and throw the Pikmin up to the large bulb that makes up the creature's torso. It will shake them loose and they'll get distracted by the feet, so keep your whistle blowing to keep them together and keep throwing them upwards until the creature expires. The Guard Satellite will fall out. The yellow Pikmin can't carry it safely, so go and get your red Pikmin to bring the spoils back to base.

DAY 14

Location: The Forest Navel

Dolphin Part #18: Libra
Dolphin Part #19: Analog Computer





Get about 30 each of red, blue and yellow Pikmin, then head south. If you look at the radar screen, you can see a narrow passage along the western edge. Walk along there. If you see a Fiery Blowhog, attack it with the red Pikmin, being careful to do so when it is not facing the water. Leave the body for now and knock down the wall. Lead your army carefully up the path, using the C-stick to maneuver them past the fire spouts. Build the bridge, then separate the Pikmin. Use the blue Pikmin to break open the geyser in the small puddle. Throw your yellow Pikmin up to the next ledge, then jump on the geyser and get up there with them. Throw them up to the next ledge to get the Libra. When the yellows bring it down, they're going to fall all over the place. Pick them up and herd them toward the side of the ledge so when they go over they don't fall in the puddle. Call them off and instruct the reds to carry the Libra back to the ship. Get the blues and go further along the path to the last puddle. Make them carry the Analog Computer out of the lake, then have them drop it on land. Take the blues up the hill to the red Candypop Bud and transform them all into red Pikmin so they can carry their load safely back to base.



DAY 15

Location: The Distant Spring

Dolphin Part #20: Repair-type Bolt
Dolphin Part #21: Interstellar Radio





Get out 100 blues and lead 20 of them to the narrow walkway to the east. If you zoom out you can see that the upper ledge leads to the Repair-type Bolt. Toss your blues onto the upper ledge and run along below them on the lower ledge until they reach the bolt. Leave them to carry the bolt, then take the rest of your blues and attack the Puffy Blowhog that's hanging around near the shore (it's a flying creature with spikes all over its body). Stand underneath it and throw the Pikmin up. If you are centered under its body, it will not be able to blow any of your Pikmin away. Walk a little further south into the large lake, killing the yellow Wollywog and then all the Water Dumples in the far south. Another Puffy Blowhog is floating around here, so toss up all the blues and kill it. When it pops, it will expel the Interstellar Radio. Instruct the blues to pick up the dead bodies and bring back the part.

Note: Smoky Progg appears in this area between Days 1-15. See "Rare Creatures" at end of the guide for more details.

DAY 16

Location: The Distant Spring

Dolphin Part #22: Massage Machine



Take 50 blues across the lake to the southeastern area with a sleeping Spotty Bulbear. Ignore it for now; concentrate on building the bridge that leads back to base. When the bridge is done, get 30 reds and 20 yellows, then head across the bridge with your army, killing any Wollywogs along the way (just use the C-stick to move out of each one's way, then have your Pikmin swarm all over it so it can't jump again.) Kill the Spotty Bulbear, then grab the Massage Machine and bring it back to base. Make your yellows search in the nearby skulls to grab some bombs. Go back to base and bomb the wall northeast of the base. West of the base is another Spotty Bulbear sleeping near a hollow tree stump. Make some yellows wait near the stump. Use the reds and blues to lure the small Bulbears away and swarm them, then go into the stump with the yellows to grab some bombs. Throw the bombs at the large sleeping Bulbear, then attack it with your whole army. When it dies, check the number of Pikmin you have and choose the color with the smallest population to bring it back to base. Bomb the northeast wall a couple more times and you're set for the night.

DAY 17

Location: The Distant Spring

Dolphin Part #23: Gluon Drive

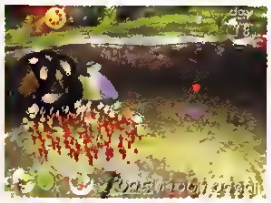


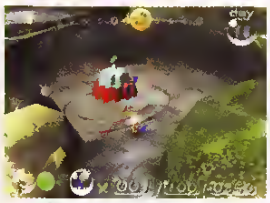
Grab 80 blues and go west. Kill the Wollywog, but don't carry its body back yet. Divide your blues into two groups. Have 30 of them work on one bridge half, then go across the pond and make the rest work on the other side. The Gluon Drive is sitting near the far bridge half. The first bridge half is shorter, so when that group of blues gets finished, bring them over to the other side to help finish the other half. Go back to base and get some yellows to grab bombs from the skull to the west. Start bombing the northeast wall near the base. When you hear the telltale chime informing you that the blues have finished building the bridge, go back and make them carry the Gluon Drive and any dead enemy carcasses back to base. Grab some yellows and get some bombs from the skull to the west and the skull to the south, using the bridge to cross the lake. Bomb the stone wall to the northwest. When the blues and yellows are done, put them away and grab 100 reds. Go through the northeast passage and systematically kill as many Bulbears as you can. First lure the small ones away and kill them, then attack the adults from behind. When you've killed all the Bulbears up to the flaming tree stump, start carrying back the bodies.

DAY 18

Location: The Distant Spring

Dolphin Part #24: Bowsprit
Dolphin Part #25: Zirconium Rotor



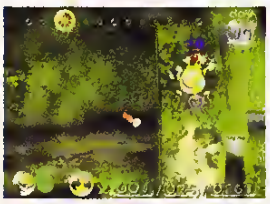


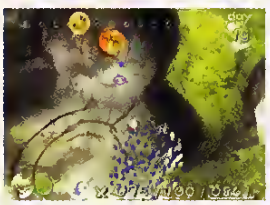
Take 100 reds through the passage northeast of the Dolphin and kill any remaining Bulbears. The last Bulbear family is resting near a tree stump with fire spouts. Ignore the large yellow pellet and attack your old friend the Armored Cannon Beetle. This is the same boss you fought before, so repeat the attack: Throw a Pikmin into its snout, wait for its shell to open, run behind it and toss Pikmin onto its back. When it dies, the Bowsprit pops out. Next, build the bridge and knock open the wall so the Pikmin have a safe route to carry the Bowsprit through. Kill the enemies around the area, then have them grab the Bowsprit, the dead Armored Cannon Beetle and any other dead enemies back to the base. Put away your reds and take out 100 blues. Go through the northwest path, kill the Wollywog, then divide your forces. Make them knock down the wall in the water. Ignore the carcasses and make the blues carry the Zirconium Rotor back. Have others knock down the wall on land that faces the one that was in the water. Walk back with your other Pikmin to kill any enemies that harass the ones carrying loads.

DAY 19

Location: The Distant Spring

Dolphin Part #26: UV Lamp
Dolphin Part #27: Pilot's Seat



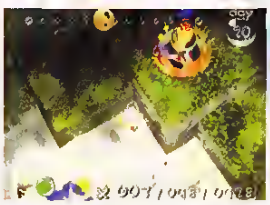


Get 20 yellow Pikmin and go through the northeast path. There's a maze-like structure along the eastern edge and a deep pit with a geyser and a tree branch. Toss all your Pikmin up to the right of the pit, then go along the edge and walk over to them. Toss 10 of them up to the UV Lamp (Press Z to change the angle to a bird's-eye view so you can see better). When the UV Lamp gets closer, the rest of your yellows can pitch in to carry it back to base. Put all the yellows away and take out 100 blues. Go through the northwest wall and kill the Wollywogs. Go further north, past where you found the Zirconium Rotor; you'll find the Pilot's Seat in the last hollow tree stump. Make some bring it back, using excess crew to wipe out enemies and pick up the spoils.

DAY 20

Location: The Distant Spring

Dolphin Part #28: Chronos Reactor



Grab 100 blues and head to the far north. Kill the Puffy Blowhog by getting behind it and tossing blues onto its back. Check the radar: There are two ship parts to the far north. You're going to grab the one on the northeast side. First, kill the Water Dumples, then throw about 20 Pikmin up to the small island with the yellow Candypop Bud. (You may want to do this with 10 at a time.) Jump on the geyser to get onto the ledge, then throw them into the flower. Pick the sprouts, move the camera to get a bird's-eye view, then stand at the edge and throw them across the water to the small plot of land. When you have 20 yellows, throw them to the high ledge and wait for them to get the Chronos Reactor down to the ground. Call them off and have your blues carry it back to the Dolphin. Toss the yellows into the blue Candypop Bud so they aren't stranded, then bring them back to camp.

Gather the remaining blues and scout around the camp. Some of the enemies may have respawned, so kill the Puffy Blowhog and the Spotty Bulbears if you see them and spend the rest of the day growing your Pikmin.

DAY 21

Location: The Distant Spring

Dolphin Part #29: #2 Ionium Jet



Grab 100 blues and go north. Kill the small Bulbears which have respawned, but ignore their bodies for now. Keep going to the northernmost point to grab the last part. There's a narrow ledge next to a geyser where you can toss up your blue Pikmin. Throw about 30 up there, then hop on the geyser and join them. Bring them to the edge nearest the #2 Ionium Jet and throw them across the gap. They won't make it unless you look at things from a bird's-eye view, so press Z to move the camera appropriately. Kill the enemies along the path, then have them bring the #2 Ionium Jet back to the ship. This is the last part in the area, so you can now spend some time leisurely dragging back carcasses, killing more enemies and drinking some yellow nectar (this should have replenished by now as well.)

You should have a few days to spare at this point, even if you didn't follow the guide exactly. Explore the previous areas if you don't want to go straight to the boss.



DAY 22-DAY 30

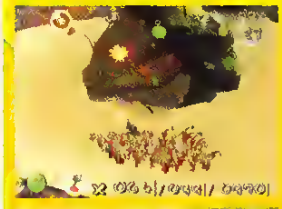
Location: The Final Trial

Dolphin Part #30: Secret Safe

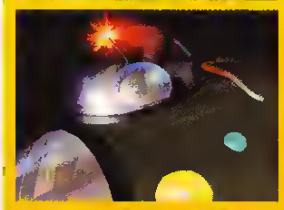
Grab 80 blues and head north. Have 50 of them start working on the bridge closest to the ship and make the others work on the bridge behind the stone wall. When they finish, return them to their Onion, then get out 20 yellows and throw them across the water to the small island to the northeast. Lead them up the rock and throw them across to the next ledge. Join them by hopping on the geyser. Make them grab some bombs. Toss them back to land but DO NOT CALL THEM WITH THE WHISTLE! Remember, when you do so, they will drop the bombs they're carrying. Instead, walk down and touch them, they will fall in line behind you. Toss and touch until you can lead them over to the stone wall dividing the bridge. Blast it down, then return the yellows to base. Get 10 reds and throw them onto the narrow ledge full of fire spouts. Be careful here: You need to lead them north, so walk alongside the EAST side of the platform. When they get to the end, you can walk underneath the bridge to lead them a bit further. When 10 of them touch the cardboard box, they'll push it out of the way. Increase your army of reds to 100 and knock down the wall.

Note: If you have some extra days left, go to Sunset right now so you don't have to open up the passages again. Defeating the final boss usually takes an entire day.

BOSS: Emperor Bulblax







Bring 90 reds and 10 yellows across the bridge and go through the entrance to the final boss area. Do not touch the plant. Knock down the gate on the far side, herd all your Pikmin through and make them wait there. Pick up bombs with your yellows, then make them wait. Go into the area alone and touch the plant. Run back, get a yellow Pikmin holding a bomb-rock and promote him to a kamikaze bombardier by tossing him into the middle of the arena as bait. When Emperor Bulblax slurps it up, the bomb will go off in its mouth, making it dizzy. During those precious seconds, round up your reds and start throwing them onto its face (the rest of the body is too well-protected.) When it starts to shake, call your Pikmin back and retreat through the door where the other Pikmin are waiting. Grab another yellow holding a bomb-rock and toss it inside, repeating the earlier process. This will work well until Emperor Bulblax loses more than half of its energy, at which point it will try to stomp on you more often than slurping.

Pull the camera back so you can get a good look at things and keep a tight rein on your Pikmin with the C-stick. Run around the arena until the boss begins drooling (which signals that it is going to start slurping instead of stomping) and chuck more Pikmin onto its face. Do not let your Pikmin get fragmented, it is very important in this battle to keep a tight formation. This boss is extremely strong, and it will not be unusual to lose all your Pikmin in one battle. If you start to run low, get some more red Pikmin. Also bear in mind that if you do not defeat it by sunset, it will regain all its health by the next day. When the Emperor dies, it will spit up your final ship part.

OPTIONAL ACTIVITIES

Challenge Mode

This is unlocked after you have encountered all three colors of Pikmin. The challenge is to grow the largest amount of Pikmin in a single day while exploring once-familiar areas that have subtly altered their landscapes. During Challenge Mode, the day is slightly longer than during regular play.



Fireworks

Commanding the Pikmin is pretty tiring. If you press **Down** on the D-pad, Olimar will lie down to take a rest. Four Pikmin will pick him up and carry him over to an Onion, then you'll see a brief fireworks display.

RARE CREATURES



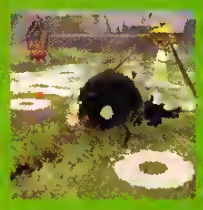
Geolix

An unusual creature which appears on the large circular area of the Impact Site on any odd-numbered day after Day 8. There are two nuclei in its center, a dark one and a larger white one. Attack with the blue Pikmin by throwing them onto the dark nuclei. Do not allow any of them to touch the white one, or it will deliver an electric shock. When a lot of Pikmin are concentrating on the dark nuclei, make Olimar walk around the creature, luring the white nuclei towards him, but always staying just out of reach.



Mamuta

A large monster that appears to be made out of rock. It appears on the large circular area of the Impact Site on any even-numbered day after Day 8. It will not kill your Pikmin, but if it pounds them on the head they will be instantly replanted and transformed into flower Pikmin. If Olimar gets pounded, he'll take damage and sink halfway into the ground. Stay away from Mamuta's arms and toss Pikmin onto its back.





Smoky Progg

This creature is found in the Distant Spring, but it disappears after Day 15. If you look at the southern lake area on the map, you can see a small group of islands. Zoom out and you'll see that one part of the cluster looks just like a Pikmin flower! The egg in the middle of the flower contains the Smoky Progg. If you knock open the egg, the psychotic beast will jump out and leave a trail of destruction behind as it heads straight for your camp, where it will proceed to attack all of your Pikmin and even dig up the ones that are planted! The body of the Smoky Progg is toxic—as is the black smoke it leaves behind—so try to stay out of reach while simultaneously throwing blue Pikmin onto its head. When it dies, you can harvest its remains for 100 Pikmin.

Note: If you attack the egg when you have no Pikmin or sprouts growing back at your base, the Smoky Progg will just disintegrate the instant it hatches.

SUBLIMINAL MESSAGES



As if the title of the game is not similar enough to "Pokemon," there is an image in the game which is quite obviously a Pokeball. During the opening movie, when you see Olimar's ship headed straight for you, the nose cone looks just like a Pokeball! Also note that when you recover the Bowsprit, Olimar makes a comment that he designed it himself. Hmm.

THE END?



Pictured here is the Bacopa Cabana, a new flower breed which will be officially known as "The Pikmin Flower" when it is made available to the public in April. Nintendo of America and S&G Flowers/USA collaborated on this real-life cross-pollinating promotion. Cue thunder and lightning, grasp your head and scream, "They're alive!"

YEAH, RIGHT.

Open everything. ZAKARY X (Open all tracks, u vahicles in one shot)

Tetris Plus

Stage Select

Choose puzzle mode and select password. As soon as the password screen appears, press ↓ ↓ → ↑ → ↑ → ↑ → ↑ →.

Theme Hospital

...a game's other...

Dexter's Laboratory Deesaster Strikes (Game Boy Advance)

Tip: To make Dexter invincible, tap this combo with the Left and Right Shoulder buttons: Left, Left, Left, Right, Right, Right, Right, Right, Left, Right, Right, Left, Left, Left.

...rog

...o to the cheat menu and press R2, R1, ⊗, ○, ...

Red Faction

Unlimited Energy

When the tile screen appears, press and hold X for 5 seconds then start the game.

Unlimited Ammo & All Guns

When you are playing press Select and press Down, Down, Left, Right, Left, Right, Up, Up, Square, Square

All-Star Bball 200...

READY 2 RUMBLE BOXING: ROUND 2

Unlock Rumble Man: At the main menu, highlight "Arcade," and press Left, Left, Right, Left, Right, Right, Left, Right, Left, and then simultaneously press L and R. If you entered the code correctly, the crowd will cheer and Rumble Man will be available at the boxer select screen.

...ulle O'Neal: ...



Save 66% off the annual cover price!

Subscribe to TIPS & TRICKS

It's like getting 8 FREE issues!

4 Newsstand Copies:	$19.96
12 Subscription Copies:	$19.95

What you see above are examples of special video-game cheat codes that have been printed in other magazines. What's so special about them, you ask? They all have one thing in common: THEY DON'T WORK. We don't know who those other magazines think they're fooling, but we hope it's not you. Here at *Tips & Tricks*, we test every code thoroughly to make sure that it works the first time you enter it. That's one of the reasons why we're the #1 Video-Game Tips Magazine—because we're the most reliable source of video-game codes and secrets in the known galaxy. And if you subscribe now, you can get our next 12 issues delivered right to your door for a fraction of the cover price. Join us...because if you're not getting your cheats from *Tips & Tricks*, you're probably the one who's being cheated.

Tips & Tricks, P.O. Box 15397, Beverly Hills, CA 90209

☒ Yes! Start my 12-issue *Tips & Tricks* subscription for only $19.95; I'll save 66% off the annual newsstand price!

Name _____

Address _____

City/State/Zip _____

☐ Payment Enclosed • Charge My ☐ VISA ☐ MasterCard • ☐ Bill Me

Credit Card # _____ Exp _____

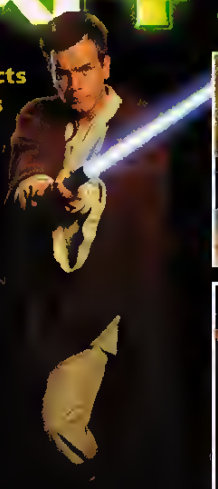
Signature _____

Money back on all unmailed issues if not satisfied. Foreign add $10 per year. U.S. Funds drawn on a U.S. bank only. YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS. Where applicable, sales tax is included in stated price.

OFFER EXPIRES JULY 26, 2002 AX3200

by Geoff Arnold

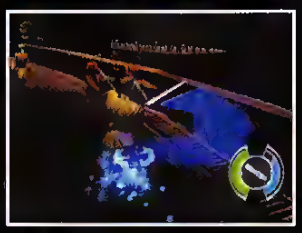
STAR WARS OBI-WAN



With sounds and visual effects straight from the LucasArts libraries, *Star Wars: Obi-Wan* pleases even the most fickle *Star Wars* fan by making you feel like you're actually in a movie. The story takes place before the invasion of the Trade Federation, with Obi-Wan still in training. A criminal organization known as the Black Heth has begun to wreak havoc in lower Coruscant but they are just puppets of the Jin'ha, a race of beings who can manufacture weapons and armor that are resistant to the Force. Once the Trade Federation invades Naboo, Obi-Wan must protect the Queen and stop the Federation's droid army from taking over the planet.

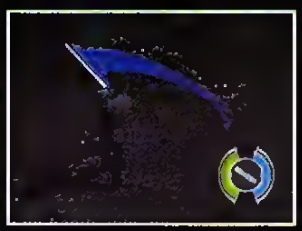
A Jedi's Strength Flows from the Force...





More often than not, the Force will be just as powerful of a tool as your lightsaber; mastery of the available Force powers will surely save your skin. Learn to use multiple Force commands such as Force pull and Force throw simultaneously in conjunction with your saber, as this will become very necessary when there are multiple enemies nearby

Not as Clumsy or Random as a Blaster...



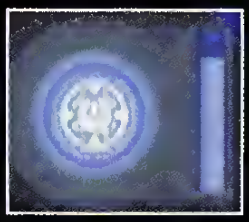


A Jedi's primary weapon is the lightsaber, you must learn to master it if you wish to become a Jedi Knight. Although some enemies may be defeated by running around and slashing like a madman in their general area, this is not always the best tactic. Taking time to break through an opponent's defense with surgical strikes and finding ways to defend and counter-attack are often more important than all-out offensive attacks. For example, when confronted by a large amount of enemies with blasters, its better to just sit back and reflect shots than to run into the melee with your saber swinging.

Several different types of lightsaber attacks are available, each with its own amounts of recovery time and damage inflicted. Learning to use a specific type of attack in certain situations will greatly benefit you in the long run, as your accuracy will improve and you will be able to destroy enemies more quickly. For example, if you have a group of Tusken Raiders on your left, swinging your saber to the right will obviously not do you any good. This will also help you when trying to earn the coveted Mission Time medal, as you will be able to accurately slash opponents and stun them as you run by.

Impressive...





Throughout each level you will be graded on how you perform in combat as well as your ability to explore different sections of the level. The grading system is made up of five medals; depending on how well you perform during each mission, you may be rewarded with any one of several medals at the end of the stage. There are a total of 125 medals in the game, and only the most adept players will earn them all.

CHAPTER 1

As the game begins, Obi-Wan must learn about and infiltrate the organization known as the Black Heth.

The Shadows of Coruscant





• **Exploration Markers**

1) Directly to the rear of the starting point near the Wookiee.
2) On the middle level in a dead-end corner. Look for the female citizen who runs by and shouts, "Help me!" She will lead you to a health icon. The marker is on the other side of the left wall.
3) Turn directly around from the second marker and follow the path back. Take the first right, jump down a ledge, then turn around 180°. Take the first left and follow the path to reach another dead-end with a marker.
4) Follow the path back down from the third marker and take the first right. Follow the ramps down (listen for the music) and pick up the marker from behind the broken landspeeder.
5) On the middle level below the transport in a small outcropping on the far wall. Look behind the large crate near the power droid.
6) On the lower level in the back left corner (opposite the transport) near the Ithorian.

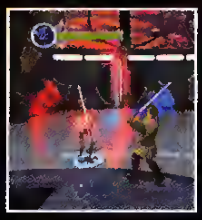
• **Objective: Liberate the transport from the Black Heth**

Make your way through the city—slashing Coruscant's finest as you go—and look for the ramps that lead to the upper floors. Follow the ramps to reach the transport and eliminate all of the creatures near the vehicle. Next, hop onto the transport and pick a fight with a Trandoshan (a Bossk-type creature). Defeat the Trandoshan to complete the objective.

• **Objective: Clear the obstruction that is blocking the Eicor transport**

After defeating the Trandoshan, Force Push the debris in front of the transport out of the way to complete the objective and finish the mission.

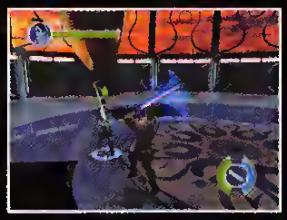
Saber Arena

• **Exploration Marker**
1) Behind one of the pillars on the upper level.

Objective: Defeat the training robot
The training robot is designed to sharpen your lightsaber skills. The fundamentals you learn here should be practiced in actual combat, they will help you later on when you have to confront each of the six Jedi Masters. Wait for the robot to attack, then hold the Force button and deflect the attack with your saber (point the right analog stick **Down** as you would to deflect blaster fire). This tactic—known as "Force Blocking"—will momentarily stun the robot, allowing you to score multiple hits without retaliation. This is a [illegible] the process to easily defeat the robot.

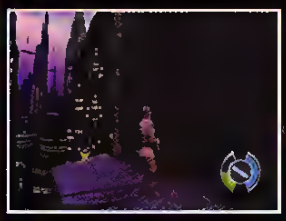
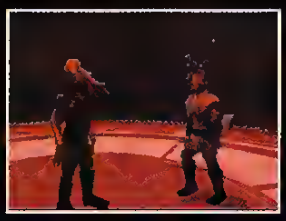
Saber Arena (Bonus)

• **Exploration Marker**
1) Behind one of the pillars on the upper level.

• **Objective: Defeat Depa Billaba**
From this point forward, you should use the same skills that you have used in previous saber training sessions. Remember to Force Block lightsaber blows and counter-attack when possible. Depa is susceptible to jumping attacks; try to hit her with a couple of these early on to wear her down more quickly.

The Informant

• **Exploration Markers**
1) Near the beginning of the stage on a small platform surrounded by crates. Jump to the platform from the right corner of the first floor.
2) Outside the building on a ledge on the sixth floor (above the second el- [illegible] Jump out through the window and to the ledge to pick it up.

• **Objective: Infiltrate the lower levels without setting off the alarm**
From time to time you will see protocol series droids walking around this level. When you see one, more than likely it will run to a computer terminal and try to activate the alarm. Locate the alarm system and cut through it with your saber to shut it off. There are a total of three alarms, one each on the second, third and fifth floors.

• **Objective: Locate the informant and free him from his thug captors**
The informant is on the ninth floor and is heavily guarded. To get there, you must travel down into the depths of the building through various cargo elevators (hit the green switch and drop to the level below) and passenger elevators. Once inside the fourth elevator shaft, jump up into a small room, then drop down the hole near the opposite side of the room to reach the informant. Defeat all the enemies here to complete the objective.

Secret of the Black Heth



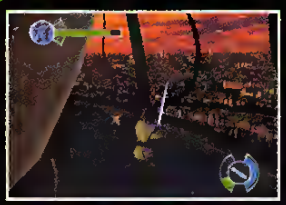
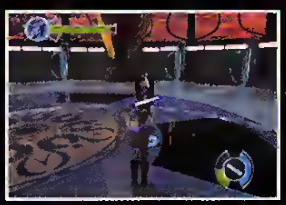

• **Exploration Markers**
1) There are two sets of large boxes on the large platform just past the retractable bridges. Look behind the left set of boxes.
2) From the first marker, head straight up the ramp in front of you and look for it on the top of the west landing platform. Watch out for the two Trandoshans standing guard.

• **Objective: Defeat this new threat**
You will have to fight your way through about 16 Jin'ha warriors and a bunch of Black Heth goons to reach the objective. Try to split groups of enemies up and defeat them one at a time. Watch out for the grenade-tossing Grans and the six Jin'ha that sport blasters on the other side of each retractable bridge. When you reach the second platform on the other side of the bridges, head up the right ramp to where the starship is. You will have to fight one of the Jin'ha elite, so be sure to charge up your Force energy before confronting him. Use a super Force attack to defeat the warrior in one blow. Hint: When trying to earn the Mission Time medal, you just have to kill this one guy to finish the level!

• **Objective: Place a tracker on the ship**
This objective is automatically completed when you defeat the Jin'ha warrior.

CHAPTER 2

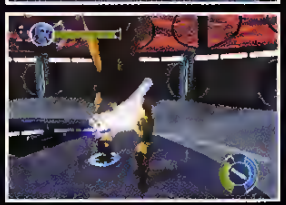
Obi-Wan must discover how the Jin'ha are synthesizing Cortosis ore and turning it into Force-resistant weapons and armor.

Saber Arena

• **Exploration Markers**
1) Behind one of the pillars on the upper level.

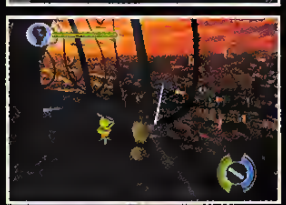
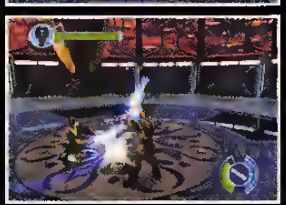
• **Objective: Defeat Saesee Tiin**
As with all Jedi Masters, look for chances to Force Block and counter-attack with a saber combination. Most of the Jedi Masters seem to eat up the overhead attacks, so feel free to dish 'em out during the fight.

Saber Arena (Bonus)

• **Exploration Markers**
1) Behind one of the pillars on the upper level.

• **Objective: Defeat Ki-Adi-Mundi**
Ki-Adi-Mundi is less vulnerable to overhead attacks than the previous Jedi Masters you've faced. Break down his guard with combination saber attacks and counter-attack when possible.

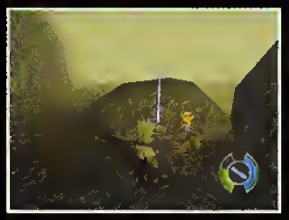
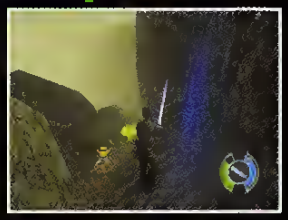
Saber Arena (Bonus 2)

• **Exploration Markers**
1) Behind one of the pillars on the upper level.

• **Objective: Defeat Adi Gallia**
Jedi Master Adi is quick and agile; she will leap out of the way of many attacks. Pin her in the corner and look for chances to land combination attacks. Watch out for her low attack, which is unblockable. Leap over the attack and hit her with a jump attack when she does this.

CHAPTER 2

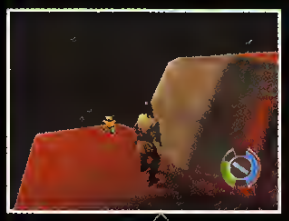
In the Jin'ha Swamp

• **Exploration Markers**
1) In the hollow log in the center of the stage just past the first large island
2) In another hollow log near the right side of the stage just before you reach the first waterfall.
3) Head straight toward the cliffs from the second marker and hop up onto the large hill. Hug the left side of the stage and look behind a large boulder near the halfway point.
4) From the starting point of the next part of the level, turn 180° and look for a giant tree just to your left. There is a large boulder behind the tree, and next to the boulder is a small cave with the marker.
5) From the fourth marker, turn and face the cliff wall behind you. Make a left and follow the cliff wall (it will be on your right). Eventually you will see some pathways (filled with Jin'ha) that lead up the mountain. Keep going past the pathways and you will eventually reach a section where the ground levels out, then dips down rapidly. Look for a small cliff to the right near the cliff face. Jump onto the cliff and search behind the first group of boulders.

• **Objective: Locate the Jedi Masters Plo Koon and Eeth Koth**
Follow the water straight through the first part of the stage to reach the cliffs. Climb the cliffs and head toward the area where the third exploration marker lies. From here, continue to follow the cliff wall to the left and you will reach the halfway point. Now head straight through the level, following the river, then climb one of the pathways that lead to the upper level. Continue walking straight along the flatlands past the large boulders until you reach a cliff that overlooks the Jedis' ship.

The Mines of Obredaan

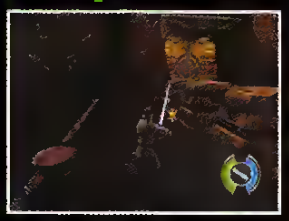
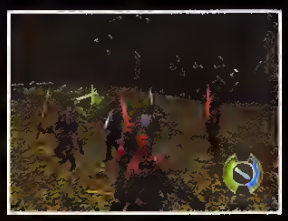



• **Exploration Markers**
1) On top of the starship near the starting point.
2) On a platform as you are making your way down the elevator shaft
3) In the corner of the looping hallway on the second floor (just below the elevator shaft). The looping hallway is the hallway opposite of the path that you take down to the lower floors.
4) Behind the far generator in the room that houses the giant lava pit.
5) Behind some crates in the small room where the Cortosis machine is located.

• **Objective: Infiltrate the mines**
You complete this objective by simply entering the mines. Be sure to kill all the baddies that are hanging out around the entrance first.

• **Objective: Discover how they are synthesizing Cortosis**
You must locate the Cortosis machine somewhere in the bowels of the mines. Start by entering the mines and following the corridors around to reach the elevator shafts. Take the shafts down to reach the second floor (you have to hop down onto the doorway to reach the second floor) and head through the door next to the full health icon. Follow the corridor down, across the room with the large lava pit, and through another corridor into the open room. The Cortosis machine lies behind the second force field and is guarded by two Jin'ha warriors. Use a Super Force attack on both for an easy victory.

Escape!

• **Exploration Markers**
1) In the room where you start. Look behind the crates to the left near the door.
2) Behind a crate after you have taken the elevator back up to the first floor.
3) On the lip of the cylindrical tower near the mine exit. Jump from the catwalk to the tower and walk along the ledge.
4) Behind a large rock in the open area outside of the mine. Look near the area where you started the Mines of Obredaan stage.

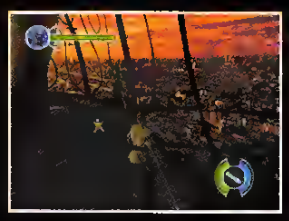
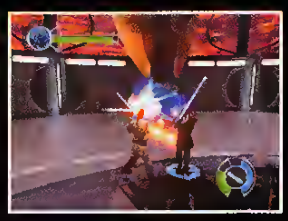
• **Objective: Escape from the mine**
You must backtrack and follow the same path that brought you to the Cortosis machine. On the way out you will notice two major differences:
• In the room with large lava pit, you must turn on two large fans, then jump into the airflow and ride the current across to the other side.
• When you reach the large room that houses the mine's exit, you must open the door by triggering a switch in the small room near the catwalk above.

• **Objective: Return the evidence to the Jedi council**
Once you have flipped the switch, head outside and help the Jedi defeat the Jin'ha warriors to complete the stage.

CHAPTER 3

Here you'll learn how the Trade Federation and the Jin'ha are connected... and exactly what the Trade Federation is up to.

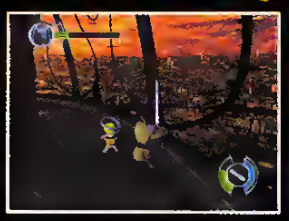
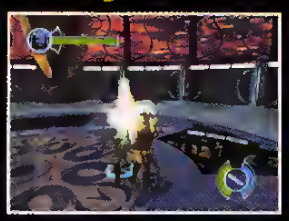
Saber Arena

• **Exploration Marker**
1) Behind one of the pillars on the upper level

• **Objective: Defeat Plo Koon**
Plo Koon is strong and can block a large number of your attacks, but he lacks mobility. Use this to your advantage by attacking from the sides or from behind to defeat him quickly. Watch out for his unblockable double roundhouse kick!

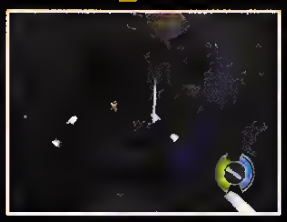
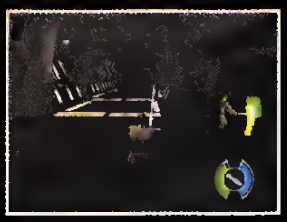
Saber Arena (Bonus)

• **Exploration Marker**
1) Look behind one of the pillars on the upper level

• **Objective: Defeat Eeth Koth**
Eeth Koth is a powerful Jedi and possesses high stamina. He can break right through your normal block with one swing, so your best bet is to use the old hit-and-run tactic (take a few swings, then back off). Running side attacks seem to work well, as does Force Blocking.

Betrayal

• **Exploration Markers**
1) As you near the control you room will find a short hallway that has four dead-end side tunnels (the only hallway that has four). Check the furthest tunnel on the right.
2) Inside the cockpit of the now-destroyed Jedi ship. Jump from the top of the adjacent debris to reach the top of the cockpit.
3) Behind the large pillar in the second open maintenance hangar (near the Invincibility icon).
4) On the floor of the upper ventilation shaft (travel past the second updraft). You have to run through a mist of Dioxis gas to reach it.
5) In the room just before the observation deck on a catwalk high above the ground. Climb up the box in the back corner to reach the catwalk, then follow the catwalk to a small control center guarded by droids.

• **Objective: Find a way to the control deck and confront the Neimoidians**
The quickest way through this rather long stage is to just follow Qui-Gon. For some reason, he knows EXACTLY where to go at all times. In the event that you do get lost, Qui-Gon will call to you, raise his hand or simply scold you for holding up the mission. Here are the key areas to look for and directions on how to get there:
• Hangar—From the starting point, head straight down the corridor in front of you to reach the hangar.
• Control Room—Backtrack to the starting point and take the door that Qui-Gon forces open. Follow Qui-Gon through the corridors to the control room, the path is very linear.
• Ventilation shaft entrance—When you reach an area where you are surrounded by droids and blue force fields, look for the entrance to the ducts in the ceiling.
After you exit the ventilation shaft, you're practically home free. Continue on through the corridors, through the large ship storage hangar, past the observation deck and to the door that leads to the command bridge. Finally, defend Qui-Gon against all attacking droids while he slices through the door.



Stowaway

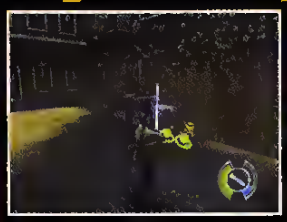
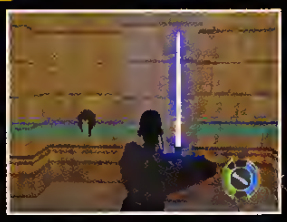



• **Exploration Markers**
1) Cut off the power to the hologram generator in the battle room (there are four green panels positioned around the generator), then drop down the hole in the floor where the hologram was.
2) From the first marker, follow the hallway down past the full health icon and out onto the catwalks. Look on a catwalk at the opposite end of the exit you just came through.

• **Objective: Disrupt communications to the Droid Control Ship by destroying the communication conduits**
In the room where you start, press the two large sensors to access the conduits, then slash them with your blade.

• **Objective: Power down the atmospheric turbine engines**
Move through the ship to a small catwalk with a centralized control center (just before the battle room with the Naboo hologram). Slash the control panels here to shut down the ship's engines. Look for the hangar exit and battle a deadly assassin droid to earn your freedom.

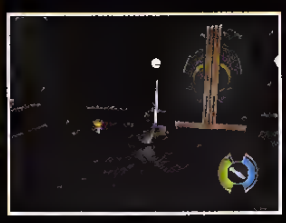
City Under Siege

• **Exploration Markers**
1) From the starting point, head up the stairs and around the corner to the right. When you reach the dead end, jump on the giant vase, then to the ledge above.
2) From the starting point, hop into the water and swim across to an island on the other side where a Naboo citizen is being held captive. Jump onto the grassy hill, then Force Jump over to the left and grab onto a ledge. Jump up to another ledge on your right to grab the marker.
3) After the halfway point, look for the platform that houses the repeater cannon. Hang down from the far ledge and fall to a small grassy hill below. Follow the path through the small corridors and into the tower.
4) Near the outside ledge of the tower, close to the switch that activates the stairs. Hop down onto the grass and look behind you.

• **Objective: Get into the Queen's palace/Shut down the waterfall in order to access the stairs to the palace**
Head up the path toward the second exploration marker, hop down to the ledge below and follow the path straight, then around to the left. Enter the large coliseum-type building with stairs out front to reach the halfway point. From here, follow the path around to the right, down a few ledges and across to the other side of the crippled bridge. Jump down the ledge near the repeater cannon, across some small islands and up the side of the wall near the palace entrance. Continue to climb through the upper rooms of the tower and look for a small switch at the tower's zenith. Push the switch to reveal the entrance to the palace, then backtrack down through the tower and to the stairs.

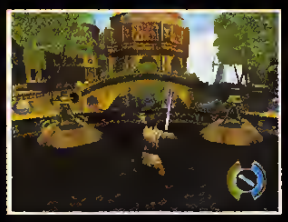
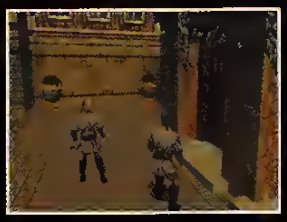
Within the Palace




• **Exploration Markers**
1) In the second room (after Asha opens the first door) in the balcony above the stairs. Jump and hang on a small outcropping on either side, then pull yourself up to the ledge and jump to the balcony above. Look near the sniper's nest.
2) In the sniper's nest in the first force field-enclosed room. Take the stairs all the way up, then jump from the ledge to the sniper's nest that overlooks the water.
3) In the main hall (with lots of battle and assassin droids) on a ledge above the door.
4) In the throne room behind the Queen's desk.

• **Objective: Work with the palace servant to reach the throne room**
Amidala's handmaiden Asha knows her way around the palace well. She can also access security doors throughout the palace; you must protect her so she can open the many doors en route to the throne room. Work your way from room to room, eliminating all droids to keep them away from Asha. There are no dead ends and there is only one path to the throne room. In the throne room you'll encounter one of Naboo's citizens who has information about the Queen's location. Suddenly, three assassin droids attack! Use a Super Force attack on the right droid first, then draw the other two to the center of the room and away from the helpless guard.

A Queen in Peril

• Exploration Markers
1) Just after you take the upper path through the streets, there is a small tunnel that leads downstairs to a platform. The marker is between two repeater cannons
2) Inside the small fountain at the end of the street just after the first marker
3) On the way to the halfway point, look in the small fountain on the right side just before the shield generator.

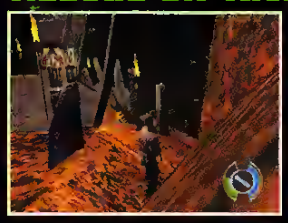
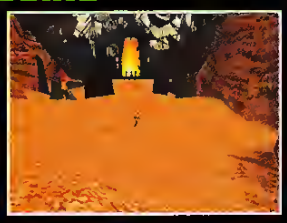
4) Jump into the water from the bridge and head toward the right side of the waterfall. Climb the ledge and follow the path up near the repeater cannon. Jump on the large vase and up to the room on your left

• Objective: Intercept the Queen and her captors and free her
From the starting point, head down the stairs and follow the path to the left. Jump through the waterfall and continue along the grass path (avoiding fire from the repeater cannon) and across the islands to the other side. Snag some grenades from the grenadier and head down the alley where he came from. Jump up to the ledge above and follow the upper path through the streets. Continue down the path until you see a large open ledge to your right. Drop lon grenades on the tank from this ledge, then continue down the path and take the first left. Follow the path as it winds to the left and look for a shield generator on the wall. Destroy it to reach the halfway point. Now take the stairs and follow the path up, then right. Continue heading straight through the city, cross the bridge and watch for the path to turn left. This is where you'll meet Qui-Gon. Defeat all the enemies here, then follow Qui-Gon and listen to his plan. When he gives the word, jump down to the streets below. Defeat all of the droids and robots here (taking out the bomb droids first) to save the Queen

CHAPTER 4

Obi-Wan's purpose here is to rescue the Queen from deep within the Tusken Raiders' camp.

Rescue on Tatooine

• Exploration Markers
1) On the upper mountain path inside the large abandoned hut near the three sniper rifles.
2) Just down the path (toward the beginning of the stage) from the first marker. Jump down from ledge to ledge near the invincibility icon and look for it at the end of the small canyon
3) Exit the Tusken village and jump up to the ledge above you (watch for the Sandpeople throwing fire bombs). Look for a door near the right side of the building that leads into another section of the village. Follow the path through the cave back outside and look on the ledge above you

• Objective: Locate the Queen in the Tusken Raiders' village
Unless you are trying to get the exploration markers on the upper path, you will never need to stray from the main trail. Simply follow the canyon—taking out Raiders as you come upon them—and take the path up through the mountains and across a bridge to reach the village. Once inside, work your way through the catacombs out to the other side of the mountain, then cross the bridge to reach the village. Follow the small trail through the village and head back outside. Take the path directly in front of you all the way down to the bottom to reach the lair of the Tusken Chief.

The Tusken Chief



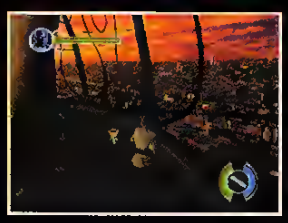

• Exploration Markers
1) Beneath the entrance on the bottom floor.
2) Beneath the Chief's chair on the bottom floor

• Objective: Defeat the Tusken War Chief and save the Queen
As soon as the battle starts, Force Throw the brazier into the Chief and he will catch fire. This will cause him additional damage every few seconds. Force Throw every item you can at him (the items on the bottom floor work well) and try to save energy by avoiding hand-to-hand combat. Treat him as you would a Jedi Master. Look for opportunities to Force Block, then retaliate.

CHAPTER 5

Obi-Wan must now rescue and escort the Naboo pilots to their ships. He will also confront a warrior from the Dark Side...

Saber Arena




• Exploration Marker
1) Look behind one of the pillars on the upper level.

• Objective: Defeat Mace Windu
Mace isn't very susceptible to the Force, nor does he fall for jump attacks or saber combos. No simple tricks or shortcuts here; just Force Block and counter-attack whenever possible to defeat him.

Captives of the Federation



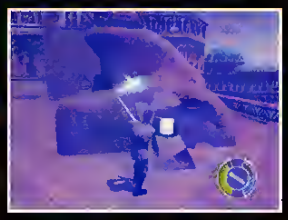

• Exploration Markers
1) On a ledge just above the starting point inside the waterfall.
2) Near the large pond in the first courtyard. Drop down from the sniper's nest onto a ledge.
3) To the right of the repeater cannons is a series of ledges that are separated by waterfalls and giant vases. Follow the ledges to reach a plateau with a small cave.
4) Just past the courtyard with the repeater cannons in some bushes near the right wall.
5) On a ledge outside of the back side of the tower where the pilots are being held.

• Objective: Sneak into the detention area
From the starting point, head up the stairs, then take the path left. Go up the left side of the mountain, hopping from ledge to ledge, then into the courtyard above and into the next hallway, which is the halfway point. Fight through the courtyard and take the path that leads you to the third exploration marker; you will avoid a slew of droids this way. Jump up to the next ledge and head for the bridge that leads to the tower. Defeat the enemies here, then jump and grab the ledge near the left side of the tower. Go around the tower, then finally inside. Head up to the top floor to complete the objective

• Objective: Escort the Starfighter pilots to safety
Getting out is the hard part, many battle droids and assassin droids await. If you lose one of the guards, you will have to return to the nearest starting point, so be very careful and take out droids systematically on your way to the bridge. At the bridge, weaken the Baron droids with some grenades, then defeat the rest of their mechanical hit squad.

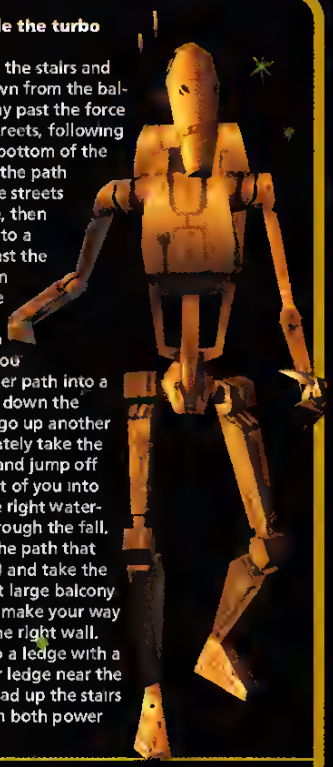
Grounded



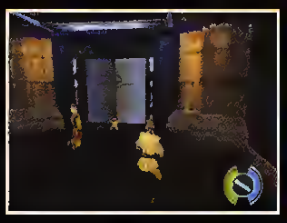


• **Exploration Markers**
1) Just past the first Baron droid, follow the path to the left (don't go through the door) and look for a large vase behind a tree near the dead end. Jump from the vase up to a balcony on your right side and check the small room.
2) Pass through the door near the Baron droid, head past the Naboo Guard and look for a large vase in the back left corner of the rim. Jump on the vase, then hop to the balcony above and to your right. Jump from the left side of the balcony and over to another ledge, then look into the room to your left.
3) Once you reach the tunnel on the upper path (after the halfway point) head straight instead of making a right. Look for a small balcony just past the sniper's nest and jump for it. Jump up to the next balcony from here, then Force Jump up to the small room above.
4) Instead of leaping into the water from the main path, take the stairs up to the right. Make an immediate left once inside the tunnel and follow the stairs up to a balcony (watch for a repeater cannon on the other side of the villa). Drop down onto the left ledge from the balcony and check the small room.
5) Take the path through the hidden waterfall. Instead of going through the door, Force Jump to the large balcony on your right. Jump up two more balconies, then look for the small balconies near the end of the walkway. The marker is in an open room at the top right balcony

• **Objective: Locate and disable the turbo laser cannon**
From the starting point, head up the stairs and through the door, then jump down from the balcony to the street. Make your way past the force field and through the winding streets, following the path as it curves left. At the bottom of the stairs take the door, then follow the path down the stairs to your right. The streets will curve to the right once more, then you will pass through a tunnel into a small droid-infested area. Run past the alarm and through the door, then follow the hallway around to the left to reach the halfway point.
From the halfway point, jump up to the ledge to your left just as you exit the door and follow the upper path into a tunnel. Take the first right, head down the stairs, then cross the bridge and go up another set of stairs to your left. Immediately take the next set of stairs up to your left and jump off of the small platform just in front of you into the water. Swim straight into the right waterfall and take the hidden path through the fall. Jump from balcony to balcony (the path that you take to grab the last marker) and take the left door when you reach the last large balcony. Jump down into the garden and make your way though this area by sticking to the right wall. Jump across an island, then up to a ledge with a sniper droid. Jump up to another ledge near the left edge of the balcony, then head up the stairs to reach the cannon. Cut through both power units to disable the cannon.



Valuable Assistance





• **Exploration Markers**
1) Look behind you in the hall where you start the stage.
2) Through the door and in the hallway near the right middle power cell. You must wait for the droids to open the door before you can enter.
3) On the other side of the hangar through the opposite door. Again, you must wait for the droids to open the door.
4) Near the final power cell just behind the Federation ship on the left.

• **Objective: Knock out the six power cells that control the doors**
Each power cell is protected by a shield. After you cut the power to one cell, you must wait about 30 seconds before the shield on the next cell drops. Use this time to cut down members of the Federation and defend your comrades. Here is the order in which the shields drop ("back" is closer to the starting point, "front" is near the hangar doors): right back, left back, right middle, right front, left middle, left front

• **Objective: Defend the hangar from Trade Federation forces**
Here you must slay as many members of the Trade Federation as possible. While you are waiting for each power cell shield to drop, you must ensure that the Naboo guard near the control deck of the hangar is not harmed. If he survives and you cut the power to all six power cells, you will pass the objective.

Darth Maul





• **Exploration Markers**
1) Inside the inner rim of the large pit in the center of the room. Jump down onto the ledge to pick it up.
2) On a catwalk near the room's ceiling. Jump up to the ledge near the wall, then jump to the catwalk

• **Objective: Defeat the evil Sith Lord, Darth Maul**
Darth Maul is extremely fast and agile, and can use the Force at will to throw objects at you or knock you to the ground. Although he can resist the Force Push, avoid the Saber toss and block most normal attacks, he does have a few weaknesses. Jumping attacks work very well, as does the Force Block/counter-attack strategy. If your energy runs low, check the pit by the first marker or look for some health on the catwalk above. Once you bring Maul down to zero energy, he will Force Push you away and his energy will begin to refill automatically. If you can catch him with a jump attack before his meter refills, you will defeat him; otherwise, prepare for round two.



Bonus Game: Battle Royale



After you defeat Darth Maul, you will have access to the final stage, a battle extravaganza in the Jedi Arena. All of the Jedi Masters that you have fought will be present; its every creature for himself in this galactic Royal Rumble. Do you have what it takes to beat the other Jedi in a battle to the finish?

SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

SOCCER SLAM

Sega • Spring • 1-4 Players







What happens when professional soccer players start acting like their rowdy and unprofessional fans? You get Sega's *Soccer Slam*, an extreme brand of soccer for the GameCube.

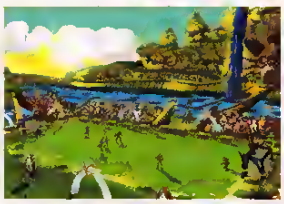
Soccer Slam trashes the rule book and red penalty cards of traditional soccer by promoting pure thuggery and unsportsmanlike conduct on the field. Developed by Visual Concepts—makers of the highly respected Sega Sports *2K* series—the game combines action-oriented gameplay with sports simulation. Some of the rag-tag characters look like they walked straight out of Visual Concepts' oddball Dreamcast game *Floigan Brothers*. The Soccer Slam league is an underground franchise providing entertainment for those who need a little more "street" in their game. The game is basically 3-on-3 soccer plus two goalies for each team, but it's hardly about teamwork and more about individual aggression! The mayhem of the game never stops; even when the goalie makes a "save," the ball is deflected rather than caught, fueling the frenetic pace without any pause in the action. Players can gain performance-enhancing power-ups by executing great plays and scoring goals. Various bonuses can be unlocked as well, like secret characters, new stadiums and improved player skills. Each character has a unique set of skills ranging from super-acrobatic bicycle kicks to ankle-breaking slide tackles. The game relies on pick-up-and-play appeal with instantly accessible controls, but also features more subtle techniques for advanced players. The insanity on the field pervades the crowd as fans cheer and boo loudly at every brutal hit. *Soccer Slam* will be the first exclusive GameCube title from Sega that isn't a port of an existing title (*Super Monkey Ball* was first released as an arcade game). It's a big departure for Visual Concepts (which is better known for its serious sports titles), but with a little bit of Hoigle and Moigle-style goofiness and ale-swilling soccer mania, *Soccer Slam* could be just what GameCube owners ordered.





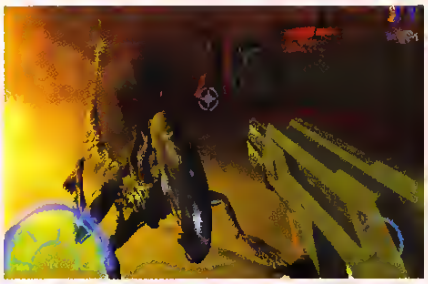






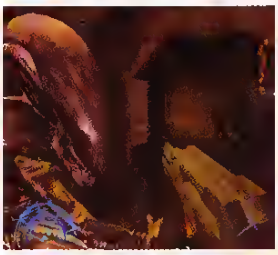
ALIENS: COLONIAL MARINES

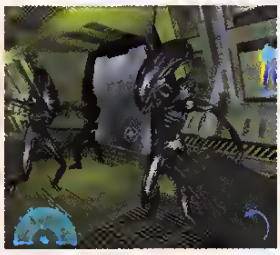
EA Games • April • 1-2 Players

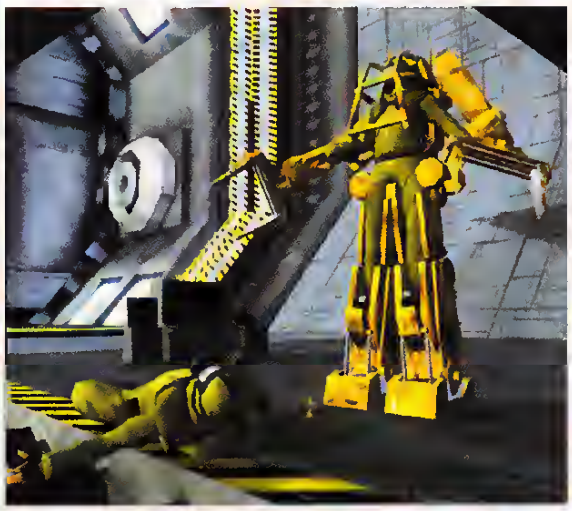


The odds are never good when you're surrounded by a horde of hungry, acid-spewing Xenomorph aliens...but those are the kind of odds that you'll get in *Aliens: Colonial Marines* for the PlayStation 2. The game's story takes place just after the events in the movie *Aliens* and parallels the time period of *Alien 3*. However, you're not Ripley and you're not stranded in a strange prison planet with bald-headed cultists. Instead, you're a commander of the hard-nosed Colonial Marines Corps and your mission is to investigate the LV-426 colony which has mysteriously ceased all communication. A team of marines were sent out earlier, but never returned, you are the second squadron to be deployed to the colony. Of course, we all know what awaits in every nook and cranny on LV-426! The Marines will confront many products of *Alien* designer H.R. Giger's extraterrestrial imagination, from face-huggers, chest-bursters and Alien Queens to some never-before-seen alien-types made exclusively for the game. As the commander, you must make sure that each member of your four-man squad is utilizing his specific skills properly. You can instantly set your troop formation with the press of a button by looking at a list of preset formations, so you can have them watch your back, scout ahead or surround and defend you. Each soldier will also react to certain situations in different ways. For example, rookies may flee from battle out of sheer terror while veterans grit their teeth and hold their ground. Your tools for survival are the latest in high-tech weaponry from the U.S. military, including pulse rifles, flamethrowers, grenades and smart guns with auto-targeting ammunition. The struggle to stay alive occurs over five huge stages from the U.S.S. Sulaco battleship to the desolate planet of the alien homeland. The game is divided into three campaigns with over 20 missions to accomplish, from rescuing fallen marines to eradicating alien breeding grounds.















SMO

INHA

CYAN

KERS

LE

IDE

Big Tobacco creates a product more poisonous than people realize. So, what can you do about it?

VIRTUA FIGHTER 4

Sega • Available Now • 1-2 Players



To see a *Virtua Fighter* game running on a machine that has no Sega logo on it is kind of hard to accept at first, but the sadness is merely fleeting when you realize the beauty of *Virtua Fighter 4* on the PlayStation 2! In its new venue, *Virtua Fighter 4* will take its fighting game competitors head-on in the same backyard against games like *Tekken 4*, *Capcom vs. SNK 2* and *Dead or Alive: Hardcore*. Some of you have already sampled *Virtua Fighter 4* in the arcades, but the PlayStation 2 version will come with several new features that *VF* fans won't want to miss. In addition to several exclusive stages, the PS2 version allows you to customize your own fighter. A new mode called "Kumite" serves as the nurturing ground for your customized character. Players can select their own ring name for their character and fight increasingly challenging computer opponents as they progress up the tournament ladder. As they are defeated, the computer-controlled characters will drop items which can then be equipped by your character to increase various player stats. There are over 400 items and tons of player color variations that become available as you work to build your character. Two new characters are introduced in *Virtua Fighter 4*. Shaolin monk Lei Fei and Vanessa Lewis, who reminds us of singer/actress Vanessa Williams (just as *Tekken 4*'s Christie Montiero reminds us of J. Lo). Divas aside, *Virtua Fighter 4* should be one of the premiere fighting games on the PlayStation 2.









RESIDENT EVIL

UPDATE!

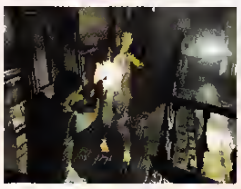
Capcom • Spring • 1 Player

Here are more incredible pictures of the remake of *Resident Evil* for GameCube! We already showed you Chris Redfield in action (in our December 2000 issue) and now it's official: Jill is also a playable character, just like in the original PlayStation game. In the old PlayStation version, the level of difficulty was quite different depending on which character you picked. In the GameCube version, Capcom promises to make both character scenarios equally challenging. However, each character will have a more unique style of play not seen in the PlayStation version. Jill will have several new hand-to-hand combat moves—like punching and kicking—so she can dole out the hurt on squishy zombies. Chris will be able to use brand new weapons, plus he can take significantly more damage. Of course, some player characteristics will remain the same, like Jill's ability to use lockpicks and carry more items. Other huge improvements include the number of zombie variations, representing the once diverse population of Raccoon City. Gone is the infamous dorky dialogue that you either loved or hated in the original *Resident Evil*, the script is pretty much the same, but the delivery of the voice actors sounds more dramatic and professional. Another shocking new feature we've seen is the ability to shoot the zombies apart one limb at a time; it's gotta be the most violent act seen on a Nintendo console ever!









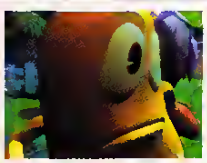


PAC-MAN WORLD 2

UPDATE!

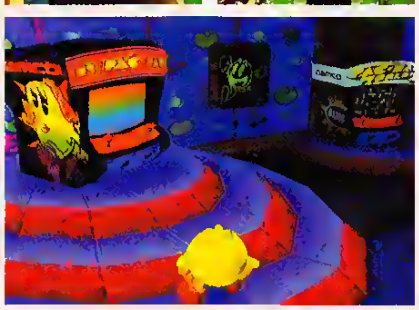
Namco • March • 1 Player











A revered arcade hero since 1980, *Pac-Man* is an icon in video-game history. His newest adventure takes place in a 3-D environment, which means that Pac-Man has filled out a bit, though many of the old sounds and images of that first arcade game are duplicated throughout the world with charming effect. The game has a classic adventure game layout, with collectible pellets and power-ups plus some platforming elements and large boss enemies. As Pac-Man walks, bounces and flip-kicks his way through the levels, you can eat some familiar fruit and run into some familiar faces. The introduction shows his old ghost nemeses clowning around in Pac-Village; Inky, Blinky, Pinky and Clyde are causing a ruckus and accidentally awaken Spooky, a ghost of much more frightening visage (if not nomenclature). You're off to save the day, with the occasional stop at the arcade next to Pac-Man's house, where you can unlock old *Pac-Man* games (*Pac-Man*, *Pac-Mania*, *Pac-Attack* and others) along with a jukebox to help you groove along your journey down memory lane. *Pac-Man World 2* offers a skillful combination of nostalgic and modern-day play mechanics.



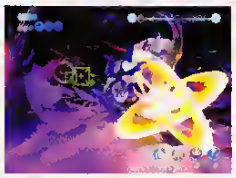
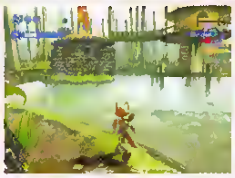
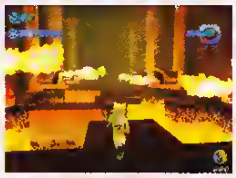
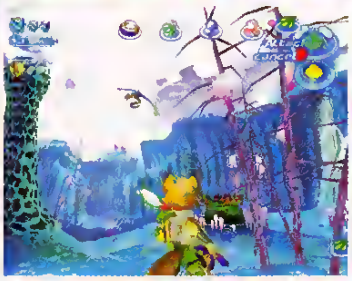


Spread the knowledge.
Infect_truth℠

© 2001 truth infect-truth.com

STAR FOX ADVENTURES: DINOSAUR PLANET

Nintendo • March • 1 Player



Nintendo fans are still waiting for a giant, sprawling epic on the GameCube like the ones they took for granted on the N64 (including Rareware's *Banjo-Kazooie* and *Donkey Kong 64*). *Star Fox Adventures: Dinosaur Planet* is Rareware's first GameCube game; it was originally intended for the N64, but with the addition of Fox McCloud and his friends from *Star Fox*, the game is shaping up to be another instant Nintendo classic! There are plenty of dinosaurs in *Star Fox Adventures* and Fox will even have his own triceratops sidekick, Prince Tricky. Fox will divide his time between exploring on foot and piloting his Arwing spacecraft. The game's primary controls are directly influenced by *The Legend of Zelda* series on the N64 with auto-jumping, Z-targeting and the ability to assign various items to specific buttons. In addition, Fox will be able to issue commands to Tricky to perform several important tasks. Of course, there will also be plenty of interaction with Fox's wingmates like Slippy, Peppy and ROB the Robot. *Star Fox Adventures: Dinosaur Planet* could be the first blockbuster GameCube title with real depth, followed by the highly-anticipated *Mario* and *Zelda* titles scheduled for 2002. It's time to get one of those little cubes!

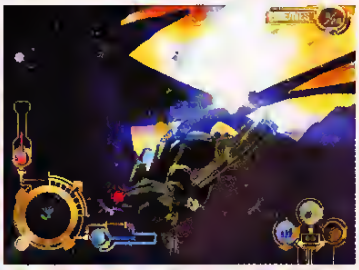
GUN VALKYRIE UPDATE!

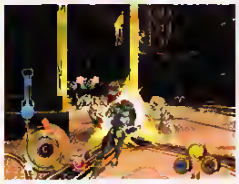
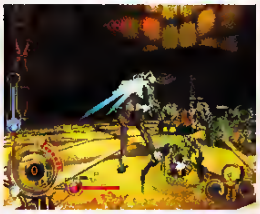
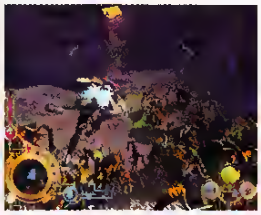
TIPS & TRICKS PICK!

Sega • March • 1 Player

Gun Valkyrie was originally developed as a light-gun game for the Dreamcast but soon became an Xbox project. Thank goodness, because *Gun Valkyrie* has turned out to be one of the best-looking games on the Xbox, with its vast, colorful environments and sleek metallic characters. It's now a mech-style action game with plenty of acrobatics and firepower. The two characters, Kelly and Saburota, wear high-impact mech-suits which give them boost jets and oversized guns. The control scheme will remind Sega Saturn owners of *Burning Rangers*, since your character uses jets to travel around multi-tiered levels. The rambling story is secondary to the action, but your basic job is to be a sort of interstellar exterminator, wiping out hordes of alien insect infestations. The game is definitely on the challenging side—novices will need to take some extra time learning the complex boost controls and 360° movement—but it's actually one of the few games that uses the awkward Xbox controller intuitively. The speed dash effect can only be described as awesome; watch as the heat exhaust distorts the air of the immediate area. If you want to impress your friends with your brand new Xbox, show 'em *Gun Valkyrie*!





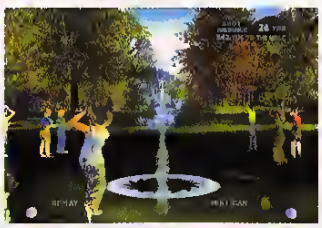
OUTLAW GOLF

Simon & Schuster • March • 1-4 Players

A whip-wielding dominatrix, a pair of strippers and an Eminem-style rapper are some of the morally questionable characters who tear up the course in *Outlaw Golf*, a no-holds-barred golfing game which features caddy abuse (the more you hit them, the better you'll play!), spanking, pole-dancing and other unsavory activities. These colorful characters help liven up a sport usually associated with rich old men in ugly pants. Players will angrily drive their clubs halfway into the ground in reaction to a bad shot, or turn to their caddies and start catfights reminiscent of a *Jerry Springer* show. For serious golf game fanatics (we know you're out there), *Outlaw Golf* features a robust physics engine, vivid graphics (check out the graffiti on some of the bridges) and a realistic translation of an actual golf swing using one of the Xbox controller's analog joysticks. Finesse golfers can fine-tune their shots, adding slice and backspin. The rest of y'all can enjoy wrapping golf clubs (modeled after real merchandise) around your caddy's head. There's a huge selection of game modes and courses, from exhibition play to tour modes, which you can enjoy with up to three other players, even if you only have one controller. Playing with multiple controllers gives you the opportunity to interfere with an opponent by "rumbling" his controller as he tries to take a swing! *Outlaw Golf* combines realistic physics with some of the most cataclysmically inbred people you've ever seen; it tees off this March as the first golf game for the Xbox.









HOT SHOTS GOLF 3

Sony • March • 1-4 Players



Big-headed golf swings its way onto the PlayStation 2 with *Hot Shots Golf 3*. Originating on the PS one, the popular golf series has never looked better. 15 characters—both old and new—hit the greens to show who's the king of the country club! Each of the six courses will now have "time of day" effects so you can enjoy early-bird golfing, power-lunch matches or happy-hour swings. Earn Hot Shot points so you can go on a shopping spree at the equipment shop. In addition to the standard game modes, a new National Tournament mode will allow you to compare your scores with other *Hot Shots Golf 3* players across the country! Shhhh . . quiet please! It's time to putt.



GUN METAL

Majesco • June • 1 Player



More mech-style action comes your way on the Xbox with *Gun Metal*. The planet can't defend itself any longer, so it's time to bring out the big momma, Gun Metal. This giant mech can transform from a huge lumbering 'bot to a smooth and silky aircraft to dish out a double dose of pain. With *Gun Metal*'s highly detailed environments, you'll have just as much fun destroying nature as you will your enemies. Fluffy little animals will scurry away as you raze the land. You're the last line of defense for this ailing planet—even if a few inhabitants get hurt along the way!



Gun metal

PlayStation 2

Don't Stumble Around in the Dark

Visit the web site dedicated to giving you the last word on how to survive the greatest 1-Player challenge in the history of RPG's!

www.KINGSFIELD.Agetec.com

www.KINGSFIELD.Agetec.com





Explore more then 40 levels of a subterranean realm lost in time.

Arm yourself with magic items capable of unleashing massive spells.

There are more than 90 levels of power for your character.

Learn to barter if you are a bit short on gold.



TEEN T CONTENT RATED BY ESRB

VIOLENCE

FROM SOFTWARE™

agetec™

www.agetec.com

© 1994-2002 FromSoftware, Inc. FromSoftware and the FromSoftware logo are trademarks of FromSoftware, Inc. All rights reserved. King's Field and the King's Field logo, The Ancient City and The Ancient City logo, Agetec and the Agetec logo are trademarks of Agetec Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

ARCADE ADVANCED

Konami • April • 1 Player









Arcade Advanced reintroduces the Golden Age of gaming with six classic arcade titles from Konami. Each game will be exactly as it appeared back-in-the-day: *Rush 'n Attack*, *Gyruss*, *Scramble*, *Yie Ar Kung-Fu*, *Time Pilot* and *Frogger*. This will be the first in a long series of Konami game collections that will appear on the Game Boy Advance. There will be some enhancements for each game including sound effects, graphics, multiplayer link-up modes and some bonus levels. For a mere $29.99, you can buy hours and hours of retro fun!

BROKEN SWORD

BAM! • March • 1 Player









Broken Sword: The Shadow of the Templars appeared on the PlayStation back in 1998 and was noted for its stylish graphics and intriguing plot. Now the game can be played on-the-go with the Game Boy Advance! George Stobbard, an American tourist, is kicking back at a fancy Parisian cafe when suddenly the whole shop explodes in a ball of fire. George narrowly escapes but is now caught in a maze of international espionage. Help George get his vacation plans back in order!

BOMBERMAN MAX

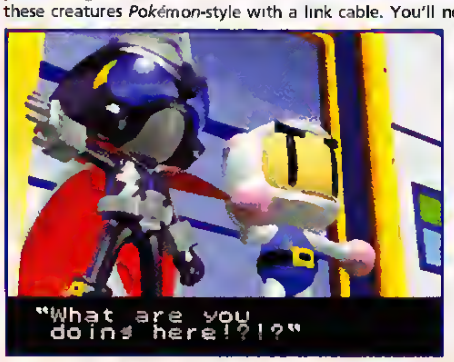
Majesco • April • 1 Player







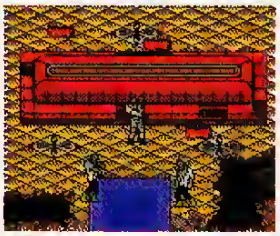
Bomberman Max comes as two separate games: the blue Bomberman version and the red Max version. Each game has its own unique stages and challenges as you embark on an epic adventure on Planet Bomber. By linking the two games up, you will unlock 20 more hidden areas to fully complete the game. You can also breed and raise Charaboms and trade these creatures *Pokémon*-style with a link cable. You'll need both versions to fully experience *Bomberman Max*, but a single cartridge will still allow you to play a four-way classic Bomberman game. A GameCube *Bomberman* game is also on the way, so stay tuned!

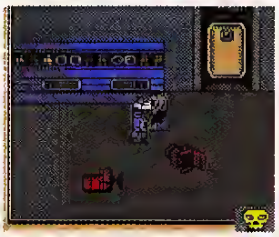


RESIDENT EVIL GAIDEN

TIPS & TRICKS PICK!

Capcom • 2nd Quarter 2002 • 1 Player

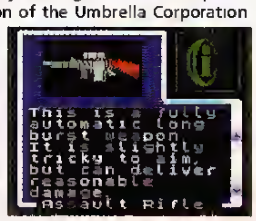








Developed in the U.K. by M4, the first pocket-sized *Resident Evil* game is a surprisingly long, scary and satisfying adventure. The plot follows Barry Burton and Leon Kennedy as they investigate a cruise ship that was ransacked by a Tyrant-like creation of the Umbrella Corporation. All combat takes place in a first-person display with a timing bar that controls your aim; up to three characters can participate depending on the size of your party when the zombies attack. The game even features dynamic lighting effects and an interactive musical score, admittedly simplistic, but very ambitious for an 8-bit Game Boy title.



GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

PLAYSTATION

MARCH

Free Wheelin' USA (Ubi Soft)
Bear in the Big Blue House (Ubi Soft)
Daxter's Laboratory: Mandark (BAMI)
Yu-Gi-Dhl (Konami)

PLAYSTATION 2

MARCH

Air Ranger (BAMI)
Aliens: Colonel Marines (EA)
All Star Baseball 2003 (Acclaim)
Blood Omen 2 (Eidos)
Britney's Dance Beat (THQ)
Caesar's Palace (Take 2)
Commandos 2 (Eidos)
Eve of Extinction (Eidos)
E.T.: Return to the Green Planet (New Kid Co.)
ESPN International Winter Sports 2002 (Konami)
ESPN MLS Extra Time 2002 (Konami)
Evil Twin (Ubi Soft)
Fatal Freme (Tecmo)
Freestyle (EA)
Herdy Gerdy (Eidos)
Hidden Invasion (Conspiracy)
High Heat Major League Baseball 2003 (3DO)
Hot Shots Golf 3 (Sony)
IHRA Drag Racing (Bethesda)
Jimmy Neutron: Boy Genius (THQ)
Jurassic Park 3: Survival (Universal)
King's Field IV (Agetec)
Knockout Kings 2002 (EA Sports)
The Lost (Crave)
MegaRace 3 (Dreamcatcher)
MLB 2003 (Sony)
Monster Jam Maximum Destruction (Ubi Soft)
Monsters, Inc. (Sony)
MTV Fullburn (Taka 2)
Need for Speed: Hot Pursuit 2 (EA)
Powerpuff Girls (BAMI)
Prisoner of War (Codemasters)
Pryzm: The Dark Unicorn (TDK)
Rainbow Six: Rogue Spear (Ubi Soft)
Rayman M (Ubi Soft)
Red Card Soccer (Midway)
Shifters (3DO)
The Simpsons Skateboarding (EA)
Sled Storm 2 (EA)
Smash Court Pro Tournament (Namco)
Star Wars: Jedi Starfighter (LucasArts)
Tekken 4 (Namco)
Tiger Woods PGA Tour 2002 (EA Sports)
Tom & Jerry: Big Brawl (New Kid Co.)
TransWorld Surf (Infogremes)
Triple Play 2003 (EA Sports)
UFC: Throwdown (Crave)
Virtua Fighter 4 (Sega)
The Weakest Link (Activision)
World of Outlaws: Sprint Cars (Infogrames)
Worms Blast (Ubi Soft)
WTA Tour Tennis (Konami)

APRIL

Akira Psychoball (AIA)
Army Men: RTS (3DO)
Barbarian (Titus)
Conflict Zone (Ubi Soft)
Duke Nukem (Rockstar)
MLB Slugfest (Midway)
NBA Shootout 2002 (Sony)
NHL FaceOff 2002 (Sony)
No One Lives Forever (Sierra)
Spider-Man: The Movie (Activision)
SOCOM: U.S. Navy Seal (Sony)
Trophy Bass 2 (Sierra)
Virtua Tennis 2K2 (Sega)

MAY

Chris Edwards Aggressive Inline Skating (Acclaim)
Downforce (Titus)
Final Fantasy XI (Square/EA)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Legion: The Legend of Excalibur (Midway)
Rally Simulation (Ubi Soft)
Skies of Arcadia (Sega)
Test Drive (Infogrames)

XBOX

MARCH

All Star Baseball 2003 (Acclaim)
Ballistic (Infogrames)
Blood Omen 2 (Eidos)
Buffy the Vampire Slayer (Fox)
Crash Bandicoot: The Wrath of Cortex (Univesral)
The Elder Scrolls III: Morrowind (Bethesda)
ESPN International Winter Sports 2002 (Konami)
ESPN MLS Extra Time 2002 (Konami)
ESPN NBA 2Night 2002 (Konami)
ESPN Winter X Games Snowboarding 2002 (Konami)
Gun Valkyrie (Sega)
Hitman 2 (Eidos)
The House of the Dead 3 (Sega)
Hunter: The Reckoning (Interplay)
James Bond in Agent Under Fire (EA)
Knockout Kings 2002 (EA Sports)
Loons: The Fight for Fame (Infogrames)
NBA 2K2 (Sega)
NFL Blitz 2002 (Midway)
Pirates of Skull Cova (EA)
Race Nation (Eidos)
Rayman M (Ubi Soft)
Red Card Soccer (Midway)
Sega GT 2002 (Sega)
Smashing Drive (Namco)
Spy Hunter (Midway)
Test Drive (Infogremes)
Tony Hawk's Pro Skater 3 (Activision)
Toxic Grind (THQ)
Triple Play 2003 (EASports)
Unreal Championship (Infogrames)

APRIL

Burnout (Acclaim)
Outlaw Golf (Simon & Schuster)
Spider-Man: The Movie (Activision)
World Series Baseball 2K3 (Sega)

MAY

Back Pedal (THQ)
Legends of Wrestling (Acclaim)
MLB Slugfest (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Tom Clancy's Ghost Recon (Ubi Soft)

GAMECUBE

MARCH

Back Pedal (THQ)
Batman: Dark Tomorrow (Kemco)
Bloody Roar: Primal Fury (Activision)
Disney's Donald Duck: Goin' Quackers (Ubi Soft)
Driven (BAMI)
ESPN MLS Extra Time 2002 (Konami)
Gauntlet: Dark Legacy (Midway)
Home Run King (Sega)
James Bond in Agent Under Fire (EA)
Legends of Wrestling (Acclaim)
MX 2003 Featuring Ricky Carmichael (THQ)
NBA Street (EA)
NFL Blitz 2002 (Midway)
Pac-Man World 2 (Namco)
Rayman M (Ubi Soft)
Soccer Slam (Sega)
Spy Hunter (Midway)
Tetris Worlds (THQ)
Virtua Striker 3 (Sega)
WWF Wrestlemania 2002 (THQ)

APRIL

Burnout (Acclaim)
Jimmy Neutron: Boy Genius (THQ)
NBA 2K2 (Sega)
Spider-Man: The Movie (Activision)

MAY

Back Pedal (THQ)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Legends of Wrestling (Acclaim)
MLB Slugfest (Midway)
Red Card Soccer (Midway)
Zoo Cube (Acclaim)

GAME BOY COLOR

MARCH

3D Pool All Stars (Titus)
Bear in the Big Blue House (Ubi Soft)
Fish Files (Titus)
The New Addams Family (Titus)
Resident Evil Gaiden (Capcom)
Robocop (Titus)

GAME BOY ADVANCE

MARCH

Atan Anniversary Advance (Infogrames)
Bonx Racers (Ubi Soft)
Britney's Dance Beat (THQ)
Broken Sword: Shadow of the Templars (BAMI)
Casper (Titus)
Cresh Bandicoot: The Big Adventure (Universal)
Colin McRae Rally (Ubi Soft)
Disney's Jungle Book (Ubi Soft)
Disney's Tarzan (Ubi Soft)
Eggo Mania (Kemco)
Grand Theft Auto III (Destination Software)
High Heat Major League Baseball 2003 (3DO)
King of Fighters EX-NeoBlood (Sammy)
Major League Baseball (THQ)
Mary-Kate & Ashley's Girls Night Out (Acclaim)
Mike Tyson Boxing (Ubi Soft)
Moto GP (THQ)
The Muppets Pinball Mayhem (New Kid Co.)
NASCAR Heat (Infogrames)
NHL 2002 (EASports)
Planet of the Apes (Ubi Soft)
Pocky & Rocky (Crave)
Rainbow Six: Rogue Spear (Ubi Soft)
The Ripping Friends (THQ)
The Scorpion King (Universal)
Sheep (Capcom)
Smuggler's Run (Destination Software)
Snowboard (Titus)
Space Invaders (Activision)
Star Fight (BAMI)
Street Fighter Alpha 3 (Capcom)
The Three Stooges (Metro 3D)
Tony Hawk's Pro Skater 3 (Activision)
Worms Blast (Ubi Soft)
X-Blade Inline Skating (Crave)
Zone of the Enders: The Fists of Mars (Konami)

APRIL

All Star Baseball 2003 (Acclaim)
Blender Brothers (Infogrames)
CUBE (Ubi Soft)
Ice Age (Infogrames)
Monster Jam Maximum Destruction (Ubi Soft)
Motocross Madness Advance (Konami)
Power Pro Tennis (Konami)
Robocop (Titus)
Spider-Man: The Movie (Activision)
Top Gun (Titus)
Worms World Party (Ubi Soft)

MAY

Defender of the Crown (Metro 3D)
Dragon Ball Z: Legacy of Goku (Infogrames)
Kong (BAMI)
Pinball of the Dead (THQ)
Prize Fighter (Acclaim)
Sega Smash Pack (THQ)
Mega Man Battle Network 2 (Capcom)
Wings Advance (Metro 3D)
Zoo Cube (Acclaim)

* Publishers, please contact us with updates and/or corrections

Select Games

4X4 EVOLUTION
Secret Codes
Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.
Unlock all cheat trucks—**L1, L2, R1, R2, L1, R1**
Start with $1,000,000—**L2, □, R1, O, R1, L1, O, L2, □, R2, □, R1**
Slow-mo mode—**L1, L2, R1, R2, □, O**
Warp speed mode—**L1, L2, R1, R2, □, □**

ARCTIC THUNDER
Secret Codes
Enter any of the following codes at the Mode Select screen. A special message will appear after entering each code correctly.
Rooster power-ups—**R1, R2, L2, L1, □, START**
Snowball power-ups—**□, □, □, L1, O, START**
Boost power-ups—**O, R1, R1, O, R2, START**
Grappling Hook power-ups—**O, O, L2, O, O, L1, START**
Random power-ups—**R1, R2, □, O, R1, R2, START**
Snow Bomb power-ups—**O, O, R1, R2, START**
No power-ups—**□, □, O, □, R2, □, START**
Super boost—**O, L1, □, R2, □, L2, START**
Opponent catch-up off—**O, □, O, O, □, START**
All invisible—**□, O, □, R2, O, O, START**
No drones—**□, □, O, O, L1, R1, START**

ARMORED CORE 2
Limiter Release
At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2
Mission Select
At the main menu, select "Continue Game" then select "Password." Next, enter **Up, X, O, Up, Left, □, O, X** as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2
Secret Codes
Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.
FREEPLAY—Unlock all levels
NODIE—Invincibility
NOSEEUM—Invisibility
GIMME—All weapons
SHORTY—Tiny player
IMHUGE—Giant player
THDOTEST—Debug info

ATV OFFROAD FURY
Secret Codes
At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.
CHACHING—Unlock all ATVs
WHATEXIT—Unlock all tracks
ALLOUTAI—More aggressive opponents

BALDUR'S GATE: DARK ALLIANCE
Play as Drizzt Do'Urden
At the character select screen, hold **L1 + R1 + △** and press **X**. You won't see or hear any special indication that the code worked until you begin your game.
Level Warp & Invincibility
At any time during gameplay, hold **L1 + R2 + Left + △** and press **START**. After entering the code correctly, a special menu will appear.
Power-Up Your Character
At any time during gameplay, hold **L1 + R2 + Left + △** and press **R3** (push the right analog stick). Your character's level will be set to 20 and you'll have 75,000 gold and all level 1 feats. This code will only partially work if you are using Drizzt.

CART FURY CHAMPIONSHIP RACING
Cheat Codes
Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press **Right** to enable it.
Unlock All Cars—**△, X, △, □, L2, △**
Unlock All Tracks—**R1, △, X, X, R2, L1**
Unlock All Movies—**L1, O, R2, X, L2, △**
Death Wall—**X, □, R2, △, R1, R2**
Death Cars—**L2, □, L1, R2, R2, X**
Player Death Car—**L1, □, R1, R2, L2, L1**
Jump—**L1, L2, L1, R2, X, X**
Unlimited Time—**□, L1, R2, O, △, R1**
Big Heads—**△, □, □, L2, L1, R2**
Night Drive—**X, O, △, L2, R2, L1**
Low Gravity—**R2, R1, □, □, L1, L1**
Rocket Wheels—**L1, R2, △, □, □, △**
Thick Fog—**R2, R1, X, □, □, O**
Infinite Turbo—**X, X, □, □, L2, L2**
Infinite Continues—**L1, L2, L1, □, △, O**

CRAZY TAXI
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L1**, hold **R1**, release **L1**, release **R1**
Hold **R1**, hold **L1**, release **R1**, release **L1**
When you lock in your character with the X button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.
Another Day
Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press **X**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R1** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.
No Destination Mark
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1 + R1** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.
Speedometer
You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold **R1** and press **□** five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press **□** on Controller 2 again.
Alternate Camera Angles
Use the following button combinations on Controller 2 to change the camera angle at any time during the game.
• Hold **R1** and press **△** on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
• Hold **R1** and press **O** on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
• Hold **R1** and press **X** on Controller 2 to return to the default view.

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
The following codes can be entered at the main menu.
• Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, □**
• Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, □**
• Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, □**
• Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □**

DOA2: HARDCORE
Infinite Score & Items in Survival Mode
First, start a new game in Survival Mode. When your opponent appears, press the blue **Eject** button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the **Eject** button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press **Eject** again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.
Unlock Wu Kingdom characters—**□, □, R2, R2, R1, R1, □, □**
Unlock Shu Kingdom characters—**□, □, R1, R1, □, □, R2, R2**
Unlock all characters—**□, R1, □, R2, □, R2, □, R1**
Select either side in Free Mode—**Hold down △ and press R1, L1, L2, R2, R1, L1, L2, R2**
Unlock all stages in Free Mode—**Hold down □ and press L1, R1, R2, L2, L1, R1, R2, L2**
Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**
Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**
Unlock Wei Kingdom characters—**□, □, □, □, R2, R2, R1, R1**
R1, R2, L2, L1, □, L1, L2, R2, R1, △—Unlock all Free Mode stages
△, L1, △, R1, △, □, L2, □, R2, □—Unlock all movies in Movie Gallery
R1, □, R1, △, R1, L1, □, L1, △, L1—Unlock "Opening" item in Options
L1, L1, R1, R1, L2, L2, R2, R2, □, △—Unlock all Sound Test BGMs
L1, □, △, R2, L1, L2, L2, R1, □, L1—Unlock all Shu characters
△, △, L1, □, R1, R2, L1, L2, L2, L2—Unlock all Wu characters
L2, L1, □, △, L1, L2, R1, R2, L1, L2—Unlock all Wei characters
R2, R2, R2, L1, △, L2, L2, L2, R1, □—Unlock all characters

ESPN X GAMES SKATEBOARDING
Unlock All Stages
At the title screen, press **Up, Up, Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, L1, R1**. You'll hear a special sound effect after entering it correctly.

EXTREME G III
Secret Cheats
At the "Game Modes" screen, enter any of the codes below. A special message will appear after entering a code correctly.
Win next race—**L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2**
Infinite ammo—**L2, R2, L1, R1, L2 + R2, L1 + R1**
Infinite shield—**L1 + R1, L2 + R2, L1 + L2, R1 + R2**
Unlock all tracks—**L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**
Start with 500,000 credits—**L1, L1, L1, L1, L1, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2**
Double prize money—**L1, L2, R2, R1, R1, R2, L2, L1**

GAUNTLET: DARK LEGACY
Secret Codes
Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.
INVULN—Invulnerability
000000—Invisibility
SSHOTS—Super shots
MENAGE—3-Way shots
REFLEX—Reflecting shots
PEEKIN—X-ray vision
PURPLE—Full Turbo
DELTA1—Giant player, tiny enemies
ALLFUL—Start with 9 Potions, 9 Keys
10000K—Start with 10,000 Gold
EGG911—Play as Pojo the chicken
ICE600—Play as a big fat Dwarf
NUD069—Play as a sado-masochist Dwarf
STX222—Play as a stick figure with a smiley-face
KJH105—Play as a stick figure with a baseball cap
PNK666—Play as a stick figure with a mohawk
BAT900—Play as a centurion
TAK118—Play as a ninja
STG333—Play as a bald guy
KAO292—Play as a waitress
CSS222—Play as a guy with casual clothes and a baseball bat
ARV984—Play as a guy with casual clothes and a mace
DIB626—Play as a guy with casual clothes and a head on a staff
RIZ721—Play as a quarterback
SJB964—Play as a martial artist with two scythes
DARTHC—Play as a bald guy with black cape
TWN300—Play as a blue and orange Valkyrie with a bloody scythe
AYA555—Play as a Japanese schoolgirl
CEL721—Play as a cheerleader
CAS400—Play as a special Warrior
MTN200—Play as a General
RAT333—Play as a Warrior rat
GARM99—Play as a bald Wizard
GARM00—Play as a Wizard with a dark cloak

DES700—Play as a Wizard in desert garb
SKY100—Play as a green alien
SUM224—Play as Sumner

GRADIUS III AND IV

All Power-Ups
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.
All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right, ×, ○**
All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right, □, △**

GRAND THEFT AUTO III

Secret Codes
Enter any of the following codes during gameplay. You'll hear a special sound effect after correctly entering each one.
100 Health—**R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up**
100 Armor—**R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up**
All Weapons—**R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**
$250,000—**R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up**
Lower Wanted Level—**R2, R2, L1, R2, Up, Down, Up, Down, Up, Down**
Raise Wanted Level—**R2, R2, L1, R2, Left, Right, Left, Right, Left, Right**
All Cars Explode—**L2, R2, L1, L1, L2, R2, △, □, ○, △, L2, L1**
Better Steering—**R1, L1, R2, L1, Left, R1, R1, △**
Tank—○, ○, ○, ○, ○, ○, **R1, L2, L1, △, ○, △**
Fog—**L1, L2, R1, R2, R2, R1, L2, ×**
Rain—**L1, L2, R1, R2, R2, R1, L2, ○**
Cloudy sky—**L1, L2, R1, R2, R2, R1, L2, □**
Clear sky—**L1, L2, R1, R2, R2, R1, L2, △**
Speed up time—○, ○, ○, □, □, □, □, □, **L1, △, ○, △**
Alternate costume—**Right, Down, Left, Up, L1, L2, Up, Left, Down, Right**
Pedestrians riot—**Down, Up, Left, Up, ×, R1, R2, L2, L1**
Pedestrians riot more—**R2, R1, △, ×, L2, L1, Up, Down**

GUILTY GEAR X

Unlock Dizzy & Testament
At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

KNOCKOUT KINGS 2001

Secret Codes
Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters.
MECCA—Unlock Ashy Knucks
MRBARRY—Unlock Barry Sanders
JGIAMBI—Unlock Jason Giambi
JRSEAU—Unlock Junior Seau
OWNOLAN—Unlock Owen Nolan
STEVEF—Unlock Steve Francis
ZITO—Unlock Chuck Zito
JBOTTI—Unlock John Botti
DEMART—Unlock David De Martini
BAILEY—Unlock Joe Mesi
AUSTIN—Unlock Ray Austin
HATCHER—Unlock Charles Hatcher
BOSTICE—Unlock David Bostice
OSUNA—Unlock Bernando Osuna
NELSON—Unlock Trevor Nelson

LE MANS 24 HOURS

Secret Codes
At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the codes below as your name. You'll hear a special sound effect after entering a correct code.
NUMBAT—Unlock all Championships
SPEEDY—Unlock all tracks
ACO—Unlock all cars

LEGENDS OF WRESTLING

Unlock All Wrestlers
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, △, △, □**. A special message will appear after entering the code correctly.

LEGO RACERS 2

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized.
Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**
Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right**

MAX PAYNE

Invincibility
At any time during gameplay, press **L1, L1, L2, L2, R1, R1, R2, R2**. You won't receive any special confirmation, but the effects will take place immediately. You may also need to re-enter this code after auto-saves for it to remain effective.
All Weapons & Ammo
At any time during gameplay, press **L1, L2, R1, R2, △, ○, ×, □**. You won't receive any special confirmation but the effects will take place immediately.

MDK 2: ARMAGEDDON

Alternate Camera View
At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press ○, ×, ○, ×. When you press **START** again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy
First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MX RIDER

Unlock All Tracks
At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

NASCAR HEAT 2002

"Hardcore" Realism
At the main menu, press **Up, Down, Left, Right, R1, Up, Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode, a new option called "Hardcore" will be available under the "Realism" category.
Hornball Mode
At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up, Down, Left, Right, R1, Down, Up**. If you entered the code correctly, the race will immediately begin. Now you can shoot out tires from the front of your car by pressing **Up** during the race.

NASCAR THUNDER 2002

Unlock Fantasy Drivers
At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Continue" and a special message will tell you that you unlocked a new driver.
Dave Alpern
Buster Auton
Scott Brewer
Audrey Clark
Rick Edwards
Michelle Emser
Katrina Goode
Diane Grubb
Jim Hannigan
Troi Hayes
Crissy Hillsworth
Traci Hultzapple
Rick Humphrey
Kristi Jones
Joey Joulwan
Cheryl King
Mandy Misiak
Josh Neelon
Dave Nichols
Kitt Paint
Benny Parsons
Ken Patterson
Dick Paysor
Tom Reniedo
Sasha Soares
Chuck Spicer
Daryl Wolfe

NBA HOOPZ

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, × and ○ buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the × button once and the ○ button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of ×.
3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NHL 2001

Hidden Players
At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press × and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.
ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

NHL HITZ 20-02

Secret Cheats
At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc—enter the following codes by pressing □, △ and ○ followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press □ once, △ two times and ○ once, then press **Left** on the D-pad. A message will appear to confirm each code.
Input more codes—**3-3-3-Right**
Ignore last code—**0-1-0-Down**
Infinite Turbo—**4-1-3-Right**
Rain—**1-4-1-Left**
Snow—**1-2-1-Left**
Big puck—**1-2-1-Up**
Huge puck—**3-2-1-Up**
Bulldozer puck—**2-1-2-Left**
Hockey ball—**1-3-3-Left**
Tennis ball—**1-3-2-Down**
Big head player—**2-0-0-Right**
Huge head player—**3-0-0-Right**
Big head team—**2-2-0-Left**
Huge head team—**3-3-0-Left**
Pinball boards—**4-2-3-Right**
Domino effect—**0-1-2-Right**
Always big hits—**2-3-4-Down**
Hitz time—**1-0-4-Right**
Late hits—**1-0-1-Down**
No crowd—**2-1-0-Right**
No puck out of play—**1-1-1-Down**
No one-timers—**2-1-3-Left**
Show Hot Spot—**2-0-1-Up**
Show shot speed—**1-0-1-Up**
Turbo boost—**0-0-2-Up**
Win fights for goals—**2-0-2-Left**
First to seven wins—**3-2-3-Left**

DNI

Cheat Codes
At any time during gameplay, press the **SELECT** button to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.
Invincibility—**L2, L1, L2, □, ○, □, R3, L3, R3, ○**
Infinite current ammunition—**L2, L1, L2, □, ○, □, L2, L2, L1, L3**
Skip current stage—**L2, L1, L2, □, ○, □, L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2, □, ○, □, ○, ○, ○, R3**
Phase cloak—**L2, L1, L2, □, ○, □, L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2, □, ○, □, R3, L3, ○, □**
Kill enemies with one punch or kick—**L2, L1, L2, □, ○, □, L3, R3, ○, □**
Big head—**L2, L1, L2, □, ○, □, START, □, ○, START**
Tiny body—**L2, L1, L2, □, ○, □, L3, R3, □, ○**
Giant body—**L2, L1, L2, □, ○, □, R3, □, ○, L3**
Transform into a different character—**L2, L1, L2, □, ○, □, L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

PORTAL RUNNER
Restore All Health
At any time during gameplay, press **START** to pause the game, then hold **L2** and press O, O, O, □, □, **R2, R1, Up,** O, □. You'll hear a special sound effect upon entering it correctly.
Unlock All Movies and Extras
At the main menu, hold **L1** and press **Left, Right, Left, Down, Up, Down, R1,** O, **R2,** □. Now the Movies and Extras items will be accessible at the Options menu.

PROJECT EDEN
Secret Cheats Menu
At any time during gameplay, press X to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the **Up** position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

QUAKE III: REVOLUTION
Level Skip
At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press X, O, □, △, X, O, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION
Secret Bonus Levels Menu
At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. A new "Bonus Levels" menu will appear.
Secret Cheat Menu
At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO
Secret Codes
Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.
Unlock all tracks—**L1, R1, R2,** □, O
Unlock all vehicles—**L1, L2, R1, R2,** O, □
Unlock next Championship—**L1, R1, R2, L2**

READY 2 RUMBLE BOXING: ROUND 2
Secret Codes
Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.
Unlock all boxers and special outfits—Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2**. Press the □ button to cycle through each fighter's different outfits.
Faster gameplay—Press **Right, Right, Up, Down, Right,** then **R1** four times, then **R2**
Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right,** then **R1** 19 times, then **R2**
Christmas boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** eight times, then **R2**
Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** seven times, then **R2**
Halloween boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** six times, then **R2**
Independence Day boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** five times, then **R2**
Easter boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** four times, then **R2**
St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**
Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**
New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**
See the Ending—Press **Right, Right, Right, Down, R1, R2,** then exit to the main menu if you're not already there
Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left,** then **R1** six times, then **R2,** then **R1, R1, R2**
Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**
Big gloves—Press **Left, Right, Up, Down, R1, R2**
Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**
Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**
Extra camera angles—Press **R1** 20 times, then **R2,** then **R1,** then **R2,** then **R1** 21 times, then **R2,** then **R1** 18 times, then **R2,** then **R1** nine times, then **R2,** then **R1** 14 times, then **R2,** then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.
Instant Rumble Mode
At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:
Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**
Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**
Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R2, Left, Right, Up, Down**
These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RIDGE RACER V
Opening Intro Effects
During the opening intro with Ai Fukami walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen.
Analog Brake/Accel./Steering Display
First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press **SELECT** again to turn the display back off.

RUMBLE RACING
Secret Passwords
At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right,** then press X. Next, enter any of the following passwords at the screen that appears:
1 A R E X T 1 A R—Unlock Vortex (Rookie)
N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)
C D A A P T N I A—Unlock Interceptor (Rookie)
A B O G O B O G A—Unlock Road Trip (Rookie)
T H T O R H R O T—Unlock Thor (Rookie)
K C E R O C T E K—Unlock Redneck Rocket (Rookie)
V T Y A N I Y T T—Unlock Van Itty (Rookie)
B S U I G A S U M—Unlock Gamecus (Rookie)
O P S R T I S U C—Unlock Sporticus (Rookie)
U B T C K S T O H—Unlock Buckshot (Rookie)
A M H B R A A M H—Unlock Stinger (Rookie)
H G I R O L R E L—Unlock High Roller (Rookie)
P T O A T R T O I—Unlock Revolution (Rookie)
T L A C O B T L A—Unlock Cobalt (Rookie)
Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

SHAUN PALMER'S PRO SNOWBOARDER
Maximum Boarder Stats
At the main menu, move the cursor to the "Options" item, then hold **L1 + Right** and press △, △, O, △. You'll hear a special sound effect after entering the code correctly. When you start a game in Freeride mode, all boarders will now have their maximum stats.
Unlock Everything
At the main menu, move the cursor to the "Options" item, then hold **R2 + Right** and press △, △, O, △. You'll hear a special sound effect after entering the code correctly.

SILENT HILL 2
Extra Options
From the main menu, select "Option," then press **L1 + R1**. You'll automatically be taken to a new "Extra Options" menu.

SILENT SCOPE
Secret Codes
At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.
No crosshairs—**Right, Right, Right,** □
Heart-shaped scope—**Left, Right, Right,** □, △
No scope at all—**Right, Down, Right,** □, **Right, Down, Right,** □
Rest of the screen turns black when looking through the scope—**Down,** △, **Up,** □, △, **Down, Right, Down, Right,** □, △
Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**
No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**
Rotate the screen 180° about the vertical axis—**Left, Left, Right,** □, **Down, Down, Up,** △, **Up, Right, Down, Up, Left, Down,** □
All targets are invisible—**Right, Down, Right,** □, **Up,** □, □, △, **Down, Right, Down, Right,** □, △
In-Game Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.
-5 seconds, +1/2 Life—△, X, **Right, Left, Right, Left,** O, X, **Right, Left, Right, Left, Down, Down, Up, Up**
+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left,** Right, X, O

SILPHEED: THE LOST PLANET
Start With All Weapons
At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

SMUGGLER'S RUN
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!
Invisibility—**R1, L1, L1, R2, L1, L1, L2**
Speed up—**R1, L1, L2, R2, Right, Right, Right**
Speed down—**R2, L2, L1, R1, Left, Left, Left**
Real world gravity—**L1, R1, R1, L2, R2, R2**
Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. The effects will take place immediately after entering a correct code.
R1, L1, L1, R2, L1, L1, L2—Invisibility
L1, R1, R1, L2, R2, R2—Lighter car
R1, R2, R1, R2, Up, Up, Up—Less gravity
R1, L1, L2, R2, Right, Right, Right—Increase timer speed
R2, L2, L1, R1, Left, Left, Left—Decrease timer speed

SOUL REAVER 2
Unlock All Bonus Materials
At the main menu, press **Left,** △, Right, △, **Down,** O, X. After entering the code correctly, the words "Bonus Materials Unlocked" will appear.

SPLASHDOWN
Many Cheats
At the Options menu, hold **R2** and press **Up, Up, Down, Down, Left, Right, Left, Right,** □, O, □, O. A secret "Cheats" screen will immediately appear. Now, enter any of the following codes:
Tougher opponents—A l l O u t A I
Easier opponents—H o b b l e
Race against a UFO in Time Trial—I B e l i e v e
Race against an F-18 in Time Trial—F 1 8
Unlock all characters—A l l C h a r
Unlock all Videos—F e s t i v a l

SPY HUNTER
Secret Codes
At the Profile Menu, select a blank entry, then enter any of the codes below as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.
W W S 4 1 3—Unlock "Early Test Animatic" movie
S C W B 2 3—Unlock "*Spy Hunter* Concept Art" movie
M A K I N G—Unlock "Making of *Spy Hunter*" movie
S A L I V A—Unlock "Saliva: Your Disease" movie
G U N N—Unlock "Saliva: The Spy Hunter Theme" movie

SSX
Secret Codes
At the "Select Mode" screen, press □ to enter the options screen. For all of the codes below, you must hold **L1 + R1 + L2 + R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right,** X, O, △, □
Maximum attributes for all characters—X, X, X, X, X, X, □
Running Mode—□, △, O, X, □, △, O, X
Read all hints—O, X, O, X, O, X, O, X

STAR WARS STARFIGHTER

Secret Codes
At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.
O V E R S E E R—Unlock all regular missions
A N D R E W—Unlock two-player missions
B L U E N S F—Unlock Experimental N-1
M I N I M E—Invincibility
N O H U D—Remove HUD during game play
D I R E C T O R—Director camera mode
J A R J A R—Reverse flying controls
J A M E Z—View "My day at work" slideshow
W O Z—View "Merry Christmas" video
S I M O N—View staff image
T E A M—View more staff images
L T D J G D—View secret message
H E R O E S—View artwork slideshow
S H I P S—View another art slideshow
P L A N E T S—View yet another art slideshow
C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes
Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press **START** and enter the code again.
□, O, O, □—Play as Boba Fett
O, □, O, □—Race in a Trade Federation AAT
L1, R1, L2, R2—All characters are kaadus
Up, Right, Down, Left, SELECT—All characters are shaaks
L2, L2, L2, L2, O, **SELECT**—Backward Facing Mode
L1, R2, L1, R2, □, **SELECT**—Infinite Boost Mode
Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)
L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)
Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)
Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)
Left, Right, □, O, **L1, L2**—Slip 'N Slide Mode (racers slide around and are harder to control)
R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)
O, O, O, O, **L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)
L1, R1, SELECT, O—Space Freighter arena unlocked
Language Select
Enter any of the following codes at the main menu screen to change the in-game text to any of six different languages. The "Jawa" and "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register, just press **START** and try it again.
SELECT, SELECT, SELECT, L1—German
SELECT, SELECT, SELECT, L2—Italian
SELECT, SELECT, SELECT, R1—Spanish
SELECT, SELECT, SELECT, R2—French
SELECT, SELECT, SELECT, □—Jawa
SELECT, SELECT, SELECT, Up—Battle Droid
SELECT, SELECT, SELECT, O—English

SUPER BUST-A-MOVE

Secret Codes
Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.
Another World—△, **Left, Right,** △
Secret Characters—△, **Right, Left,** △

SUPERCAR STREET CHALLENGE

Unlock Furasshu-sama
At the vehicle selection screen, rapidly press **Up, Up, Down, Down, Left, Right, Left, Right,** X, O, **SELECT, START**. If you input the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing X.

SWING AWAY GOLF

Secret Codes
Enter either of the following codes at the main menu, you'll hear a special sound effect after entering a code correctly.
Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**
Alternate in-game sound effects—**Left,** □, **Up,** □, **Down,** O, **Left,** □, **L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items
This code will make all the items in the park available to you, whether you've researched them or not. At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down,** Right. Repeat this sequence nine times in total.
Everything Free
This code will make every item you buy cost nothing. At any time in the middle of gameplay, press **Left, Down,** X, O. Repeat this sequence nine times in total.
255 Golden Tickets and All Roller Coaster Awards
This code will effectively give you an unlimited number of Gold Tickets. At any time in the middle of gameplay, press **Up, Down, Left, Right,** O, **Right, Left, Down, Up,** O. Repeat this sequence five times in total.

THUNDERSTRIKE: OPERATION PHOENIX

Unlock All Missions
From the main menu, select "Options." Now, set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold **L1 + L2 + R1 + R2 +** □ and press O. You'll see the words "Spooky Cat!" flash on the screen to confirm.

TOKYO EXTREME RACER ZERO

Car Ornaments
Enter any of the following codes at the "Shift Assist" prompt just before the game starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view.
Small pink creature—Hold **R1** + O, then hold X
Fanged creature—Hold **L1** + O, then hold X
Small blue creature—Hold **L2** + O, then hold X
Big green creature—Hold **R2** + O, then hold X
Analyze Meter
At any time during gameplay, press **START** to enter the pause menu. Next, move the cursor to "Return To Base," then hold □ and press **Down**. The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance.

TONY HAWK'S PRO SKATER 3

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes.
Y O H O M I E S—Unlocks all secret Pro Skaters
B A C K D O O R—Unlocks "Cheats" option at the "Pause" menu
R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)
P E E P S H O W—Unlocks all movies
M A G I C M I S S I L E—Combines all of the effects of the above codes
Secret Neversoft Skaters
Create a new skater at the "Create a Skater" menu with one of the following names to unlock one of nearly 60 secret characters. Most of the new skaters are members of the team that designed the game, their family members or friends. All of them have unique facial features which cannot be changed unless you create a new skater, and some have special clothing or boards. (Note: This trick may not work on some versions of the game.)
JEREMY ANDERSEN
EASTSIDE
CRASHCART
DAVE COWLING
RALPH D'AMATO
PIMPIN FRANK
LISA DAVIES
PETE DAY
MATTHEW DAY
RACHAEL DAY
GORILLA
DOOFUS
MAYA'S DADDY
EDWIN FONG
STEVE GANEM
CHRIS GLENN
FROGHAM
NOEL
BRIAN
CAP'N JENNINGS
GARVIN
MINI JOEL
JOEL JEWETT
SANDY JEWETT
HENRY JI
RYAN MCMAHON
KEVIN MULHALL
NOLAN NELSON
BRAINEATERS
ANDY NELSON
JOHNNY OW
SPEASE
CJR
STEVEN RAUSCH
JAMES RAUSCH
ANDREW RAUSCH
PAUL ROBINSON
KAGE
HI BEN
AARON
GI SKILLZ
DARREN
JASON UYEDA
CHRIS WARD
MICK WEST
RILEY HAWK
SPENCER HAWK
WILLIAM PEASE
DDT
CONNOR JEWETT
RASTAPOPOLOUS
062287
BOS MARK
GRASS PATCH
NICOLE WILLICK
STACEY D
DAVE STOHL
MIKE WARD
TREY SMITH

TWISTED METAL: BLACK

Secret Codes
At any time during gameplay, hold **L1 + R1 + L2 + R2** and quickly enter any of the codes below. You'll see a special message appear at the top of the screen immediately after entering each code.
Up, X, **Left,** O—God Mode
Right, Left, Down, Up—Invulnerable
△, X, □, O—Exchange weapons for health
X, X, **Up**—Killer Weapons
X, X, △—Mega Guns

WARJETZ

Codes
From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.
S P R L Z Y—Super Cheats
T W L V C H T S—All Cheats
J M P T T—Level Select
D N G D M—Invulnerable
M R R M R—Thick Armor
Z P P Y—Fast Planes
H M M R—Bigger Guns
Q D—Biggest Guns
F R H S—Rapid Fire
N S T N T—Speed Shots
N D B M B S—Dual Fire
D Z Z Y—Spin Shots
S C R W—Shields on Roll
D H—Top Gun
V R L R D S—Overlords Mode
W N R L F S T—Valhalla Mode
S N K Y—Ghost Mode
T W F S T D—Double Bux
W N N N G S—Extra 10 Bux
P Y R S—Weapon Up at 3
N D C S N—Switch Planes
S M S H N G—Plane Wins
B X D R W—Show Boxes
W Y P N T—Show Waypoints
G R T D—Every Movie

WILD WILD RACING

Unlock Secret Options
From the main menu, select "Options." Next, hold □ and press **Up,** O, **Down,** O, **Left, Right, Left, Right,** O. A new "Secret" menu item will appear at the bottom of the Options menu.
Unlock Top Secret Options
First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes
Enter any of the following codes quickly at the title screen.
Unlock All Characters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold O and press **START**.
Unlock "Trial" option—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold △ and press **START**.
Unlock "Max Power" option—Press **L1, R2, L2, R2, L2,** △, O, △, O, then hold **L1** and press **START.**
Unlock "Sudden Death" option—Press **L2, R2, L2, R2,** O, △, O, △ Next, hold **L1** and press **START**

X SQUAD

Ultimate Code
At the title screen, press O, O, O, O, △, □, □, □, □. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

ZONE OF THE ENDERS

Versus Mode
At the title screen, press O, X, **Right, Left, Right, Left, Down, Down, Up, Up**. A new item called "Versus" will now appear at the main menu.
Exchange Level for Health and Ammo
At any time during gameplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.** Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv.1 already, the code will not work.

CRAZY TAXI

Secret Bicycle

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
When you lock in your character with the **A** button, you'll hear a bicycle bell to confirm.

Another Day

Use the following code at the character-select screen in Arcade or Original mode. When the character you want is on the screen, press and release **R** once, then hold **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

No Destination Mark

From the "Mode Selection" screen, choose "Arcade" or "Original." At the next menu, highlight the type of game you want to play, then hold **L** and press **START**. Continue to hold both buttons until the words "no destination mark" appear. In this mode, your passenger's destination will only be identified by a single green line at ground level.

Speedometer

You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold **R** and press **X** five times using Controller 3. A "mph" indicator will appear in the lower right corner of the screen. To toggle the speedometer off, just hold **R** and press **X** on Controller 3 again.

Alternate Camera Angles

Use the following button combinations on Controller 3 to change the camera angle at any time during the game:

- Hold **R** and press **Y** on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
- Hold **R** and press **B** on Controller 3 to toggle between two additional camera angles. One is a first-person view and the other is a close-up view of your passenger's face.
- Hold **R** and press **A** on Controller 3 to return to the default view.

DAVE MIRRA FREESTYLE BMX 2

Cheat Codes

The following codes can be entered with the D-pad at the main menu:

- Unlock all characters, levels, competition outfits, bikes, sponsors and tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
- Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
- Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
- Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

EXTREME G III

Secret Cheats

At the "Press Start" screen or the main menu, enter any of the following codes:
Infinite shield—**L + R, Z, L + R, Z**
Infinite ammunition—**L, R, L, R, L + R, Z**
All tracks unlocked—**L, L, R, R, Z, Z, L + R + Z**
Win the next race—**L + R + Z, L + R, Z, L + R + Z**
Double prize money—**L, R, Z, L, R, Z, L + R**
Extreme lap challenge—**L, R, L, R, L, R, Z, L + R**

NHL HITZ 20-02

Secret Cheats

Enter the following codes at the versus screen before a game by pressing **B**, **Y** and **X** followed by a direction on the D pad. For example, to enter the "Snow" code (1-2-1-Left), press **B** once, **Y** two times and **X** once, then press **Left** on the D pad.
Input more codes—3-3-3 Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—1-0-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

STAR WARS ROGUE LEADER ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has two parts, you must enter the second passcode immediately after the first or else it won't work. Note that the Naboo Fighter, Millennium Falcon and TIE Fighter codes do not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.
J P V ! ? ! J C—R S B F N R L—Infinite lives
I ? ? Q W T T J—C L A S S I C—Unlock all levels
P Y 5 T ? O O O—D U C K S H O T—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press **Up** to access)
C D Y X F ! ? Q—A S E P O N E !—Unlock Naboo Fighter
M V P Q ! U ? A—O H ! B U D D Y—Unlock Millennium Falcon
Z T ? ! R G B A—D I S P S B L E—Unlock TIE Fighter
B L A H B L A H—Enable "Audio Commentary" option at the Special Feetures menu
E X H I B I T !—Enable "Art Gallery" option et the Special Features menu
C O M P O S E R—Enable "Music Hall" option at the Special Features menu
? I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E !—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

SUPER SMASH BROS. MELEE

Secret Charecters

Jigglypuff—Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr. Mario—Finish Clessic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.
Luigi—Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right). Defeat Luigi in less than 1:00:00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him.
Young Link—Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him.
Falco—Finish the 100-Man Melee and defeet Falco to unlock him.
Pichu—Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternetively, play Versus mode 201 times, then defeat Pichu to unlock him.
Ganondorf—Finish Stage 29 of Event mode and defeat Ganondorf to unlock him.
Marth—Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.
Roy—Finish the game in Classic mode as Marth and defeat Roy to unlock him.
Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.
Mewtwo—Play in Versus mode 701 times and defeet Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, Mewtwo will appaar after only five hours of play).

Secret Stages

Brinstar Depths—Play 50 matches in Versus mode.
Fourside City—Play 100 matches in Versus mode.
Big Blue—Play 150 matches in Versus mode.
Pokémon Floats—Play 200 matches in Versus mode. This also enables a Random Select option in Versus mode.
Mushroom Kingdom II—Find the Birdo or Pidgit trophy in One-Player mode.
Flat Zone—Finish Classic mode as Mr. Game & Watch.
Battlefield—Defeat All-Star mode with any character.
Final Destination—Cleer all 51 Stages in Event mode.
Dreamland—Complete Target Test with all 25 charecters.
Yoshi's Island—Hit the sandbag over 1,323 feet in the Home Run Contest.
Kongo Jungle—Finish the 15-Minute Melee with any character.

Sound Test

Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39. To unlock stages 40-50, unlock all of tha hidden characters. To unlock Stage 51 in Event mode, complete stages 1-50. Claar Stage 51 to unlock the Sound Test.

All-Star Mode

Finish the game in Classic mode with all 25 characters to unlock All-Star mode.

Special Hidden Trophies

Fighting Wire Frames—Finish the 15 Minute Melee with any character.
Male Wireframe—Finish the 100-Man Melee in 240 seconds or less and defeat Falco.
Proximity Mine—Complete Stage 3 of Event mode.
Goomba—Finish Stage 14 in Event mode.
Samus Starship—Escape from Brinstar in Adventure mode before the timer expires.
Kirby Hat 5—Finish Stage 37 in Event mode.
Bunny Hood—Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined.
Captain Olimar—Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card.
Battlefield—Finish All-Star mode once with any character.
Celebi—Locate Celebi's Pokéball in One-Player Adventure or Classic mode.
Crazy Hand—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.
Coin—Play 101 times in Coin Battle mode (set battles to "coin" at the Options menu).
Diskman—Score points in every Special Bonus category.
Enter—Complete Stage 26 in Event mode.
Donkey Kong Junior—Complete the game will all 25 characters in Classic mode.
Female Wire Frame—Defeat 101 enemies in the Endless Melee.
Final Destination—Finish Stage 51 in Event mode.
Food—Play 1,000 matches in Melee mode.
Game & Watch—Complete Stage 45 of Event mode.
Land Mester Tank—Score a combined total of 1,001 KOs.
Lon Lon Milk—Clear the Target Tests in 1,500 seconds or less.
Mach Rider—Clear Classic mode in 300 seconds or less.
Majora's Mask—Complete Stage 47 in Event mode.
Master Hand—Claar Classic mode at Hard or Very Hard difficulty without continuing.
Max Tometo—Play 10 matches in Melee mode.
Metal Box—Perform 11 Combos in Training mode.
Mew—Clear All-Star mode at the Hard or Very Hard difficulty setting.
Mute City—Walk a total distance of 3,300 feet or more in the game.
Paper Mario—Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).
Meowth—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).
Warrior—Clear All-Star mode in 300 seconds or less.
Wolfen—Clear Adventure mode in 1,100 seconds or less.
Tom Knook—Collect 1,001 coins.
Sandbag—Hit the sandbag 990 feet or more in the Home-Run Contest.
Target—Clear the Target Test with every character.
Sheriff—Clear the Target Test in 750 seconds or less.
UFO—Play 100 multiplayer matches with two or more players.
Falcon Flyer—Play 150 Multiplayer matches with two or more players.
Sudowoodo—Play 200 Multiplayer metches with two or more players.
Unown—Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters.
Mr. Rizette—Defeat six foes in Cruel Melee mode.
Mayra—Unlock the Sound Test.
Heart Container—Play 100 matches in Melee mode.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of these codes:
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Gives the current skater enough stat points to max out all statistical categories
P O P C O R N—Unlocks all movies

WAVE RACE: BLUE STORM

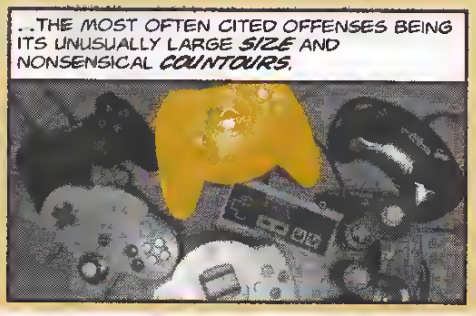
Ride a Dolphin

Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. Enter the password "D L P H N M O D" to ride a dolphin in Free Roam mode.

ADVENTURES IN CONTROLLER DESIGN

BY ARA SHIRINIAN





AMPED

Unlock Raven

From the main menu, select "Options," then select "Cheats." Now enter "RidinwRaven" as a cheat code. Note the capital and lowercase letters. If you entered the code correctly, the word you entered will disappear after selecting "Done."

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the "Select Game Mode" screen. A message will appear after entering a correct code.

X, X, Y, Y, White, Black, START—No drones mode

Y, X, Y, Y, X, START—No catchup mode

Black, Right Trigger, X, Y, Black, Right Trigger, START—All random power-up mode

X, X, Y, X, Right Trigger, X, START—No power-up mode

X, X, X, White, Y, START—All missile mode

Y, Y, Left Trigger, Y, Y, White, START—All grappling hook mode

Black, Right Trigger, Left Trigger, White, X, START—All roost mode

Y, Y, Black, Right Trigger, START—All snowbomb mode

Y, Black, Black, Y, Right Trigger, START—All boost mode

White, Left Trigger, Left Trigger, Y, White, Y, START—Clone mode

X, Y, X, Right Trigger, Y, Y, START—All invisible mode

Y, White, X, R, X, L, START—Super wheelie mode

AZURIK: RISE OF PERATHIA

Invincibility

At any time during gameplay, quickly press **X, Black, White, Right Trigger + Left Trigger**, then press in the **Right Thumbstick + Left Thumbstick** simultaneously.

Refill Health + Power

At any time during gameplay, quickly enter the following code. Hold **Left**, rotate the **Right Thumbstick** counter-clockwise from right to up to left, then press **A, X.**

Big Heads

At any time during gameplay, quickly press in the **Right Thumbstick**, then **R, Down, Up, A**

Big Afro

At any time during gameplay, enter the following code quickly: Press **Down, Right**, then **Black + White** simultaneously, press in the **Right Thumbstick**, press in the **Left Thumbstick**, then simultaneously point the **Left Thumbstick** to the right and the **Right Thumbstick** to the left, then press **B, Y**

Save Anywhere

At any time during gameplay, quickly press **White, Up, Down, A, B**, then press in the **Right Thumbstick**. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.

Adjust Camera

At any time during gameplay, quickly press **Right Trigger, Down, Up, Down, Up**, then press in the **Right Thumbstick**, then press in the **Left Thumbstick**. Now you can use the controller to freely adjust the camera's position and orientation. The **Left Trigger** and **Right Trigger** adjust the height of the camera. Press **Back** to return to controlling your character.

CEL DAMAGE

Secret Codes

From the title screen, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below. You'll hear a special fanfare when you choose an icon after entering a correct code.

ENCHILADA!—Unlock all stages, characters and weapons

WHACKLAND—Unlock all desert stages

EARLSPLACE—Unlock all Transylvania stages

MELEEDEATH—Unlock melee weapons

HAZARDOUS—Unlock hazard weapons

UNIQUEWPNS—Unlock personal weapons

FANPLASTIC—Unlock plastic rendering mode

PENCILITIN—Unlock pencil rendering mode

DARK SUMMIT

Secret Codes

Enter any of the following codes at of the pre-game menu screens or the pause menu. You'll hear a chime to confirm each correct code.

Hold **BACK + START**, press **Y, L, X, B, R, A, R, A**—9,100,000 lift points and equipment points

Hold **BACK + START**, press **Y, L, X, B, R, A, R, B**—All characters unlocked

Hold **BACK + START**, press **Y, X, B, R**—Shoot barrels by pressing **R**

Hold **BACK + START**, press **Y, X, B, L**—Press **L + R** while in the air for slow-motion effect

DAVE MIRRA FREESTYLE BMX 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X**

Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X**

Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, X**

Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, X**

FUZION FRENZY

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. A special message will appear after entering a correct code.

Hold **Left Trigger** and press **Y, B, Y, B**—First person mode

Hold **Left Trigger** and press **Y, B, X, X**—Toggle through Mutant modes 1-3

Hold **Left Trigger** and press **Y, Y, Y, Y**—Welsh on

Hold **Left Trigger** and press **Y, X, Y, Y**—Squeeky voices on

Hold **Left Trigger** and press **Y, Y, Y, X**—Real controls on

NASCAR HEAT 2002

Easily Complete Beat The Heat Challenges

At the main menu, press **Up, Down, Left, Right, White, Down, Down**. If you entered the code correctly, the menu will leave the screen and the re-appear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

NASCAR THUNDER 2002

Unlock Fantasy Drivers

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Advance" and a special message will tell you that you unlocked a new driver.

Dave Alpern
Buster Auton
Scott Brewer
Audrey Clark
Rick Edwards
Michelle Emser
Katrina Goode
Diane Grubb
Jim Hannigan
Troi Hayes
Crissy Hillsworth
Traci Hultzapple
Rick Humphrey
Kristi Jones
Joey Joulwan
Cheryl King
Mandy Misiak
Josh Neelon
Dave Nichols
Kitt Paint
Benny Parsons
Ken Patterson
Dick Paysor
Tom Renedo
Sasha Soares
Chuck Spicer
Daryl Wolfe

NFL FEVER 2002

Secret Code

Choose "User Profile" from the main menu, then select "Create User Profile" and enter the name "BROADWAY". All of the secret teams and stadiums will be unlocked.

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing **X, Y** and **B** followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press **X** once, **Y** two times and **B** one time, then press **Left** on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
Late hits—3-2-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left
Infinite Turbo—4-1-3-Right

PROJECT GOTHAM RACING

Cheat Code

At the "load or create new" screen, select "create new driver." Next, select "driver name" and input your name as "Nosliw." Note the capital first letter and the lowercase letters. Now all of the cars, body paint styles, courses and stages are unlocked.

STAR WARS: STARFIGHTER SPECIAL EDITION

Secret Codes

Enter any of the following codes at the "Code Setup" screen from the "Options" menu. A special message will appear after entering a correct code.

DIRECTOR—Director mode
HEROES—View heroes gallery
PLANETS—View planets gallery
SHIPS—View ships gallery
SIMON—View secret image
JARJAR—Jar Jar mode
NOHUD—No on-screen interface elements during gameplay

TONY HAWK'S PRO SKATER 2X

Secret Codes

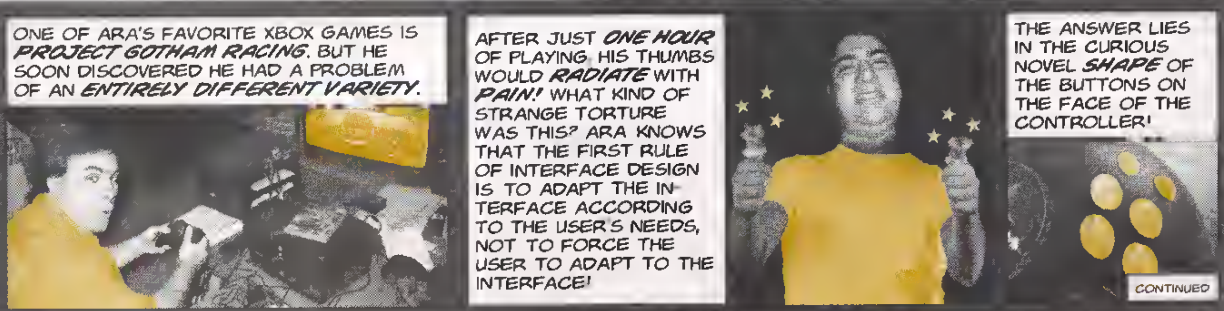
Press **START** during a game and enter any of the following codes at the "Paused" menu; the menu will shake to confirm each code. Note: You can also enter the codes at the main menu, but not all of them will work there.

Hold **Left Trigger** and press **White, B, Up, A, Right, Down, START**—Unlocks secret Treyarch decks

Hold **Left Trigger** and press **START, Black, A, B, START**—Characters don't bleed

Unlock Almost Everything

Start a game in career mode, then press **START** to pause. At the "Paused" menu, hold **Left Trigger** and press **START, A, White, Up, Right, Down, A, Y, B, A, B, Y.** The screen will shake to confirm the code. This code unlocks all cheats at the Options menu, all stages in Free Skate mode, all secret characters (except Private Carerra) and gives you $900,000 to spend at the Skate Shop.



007 RACING
Secret Vehicle
At the title screen, press **L1, R1, △, O, ×**. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

ARMY MEN: AIR ATTACK
Passwords
Unlock all Copilots—**Up, Down, Up, Down, Up, Down, Up, Down**
Unlock bonus ending cinematic—**□, Down, ×, Down, Right, Right, Up, Up**
Mission 2—**×, Down, Left, Left, □, O, O, Right**
Mission 4—**Down, Down, □, □, Left, Right, O, ×**
Mission 5—**Right, Right, ×, O, Down, Up, Down, Up**
Mission 7—**□, O, ×, □, △, Left, Up, Right**
Mission 8—**Right, Down, Left, Up, △, Down, Up, Down**
Mission 9—**O, O, Right, Up, Right, Up, ×, ×**
Mission 10—**×, Down, Down, Down, Down, ×, Left, Right**
Mission 11—**△, Up, O, Down, □, Left, ×, Right**
Mission 12—**Up, Up, △, △, Left, Left, O, O**
Mission 14 (2 player)—**Left, Down, Left, Down, □, O, □, O**
Mission 15—**□, Right, Left, O, O, Up, Down, □**
Mission 16—**Down, Up, Down, Up, △, O, △, O**

ARMY MEN: AIR ATTACK 2
Mission Select
At the main menu, select "Continue Game" then "Password." Next, enter **△, ×, Down, Left, Right, ×, O, □** as your password. You'll now be able to select from any of the 22 missions in the game.

ARMY MEN: SARGE'S HEROES
Unlock All Levels
At the main menu, hold **L1 + R1 + □** and press **Up, Down, Left, Right**. After entering the code correctly, you'll hear a special sound effect.
All Weapons & Infinite Ammo
At any time during gameplay, press **START** to pause, then press **□, O, R1, L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES 2
Invincibility
At any point during gameplay, press **START** to pause the game, then press **□, O, L1, R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.
All Weapons & Lots of Ammo
At any point during gameplay, press **START** to pause the game, then press **□, O, R1, L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ASTEROIDS
Cheat Codes
Enter any of the following codes at the title screen while the words "PRESS START" are flashing.
Unlock Secret Excalibur Ship—Hold **SELECT** and press **△, O, O, △, □, O, □**
Stage Select/Invincibility—Hold **SELECT** and press **□, △, O, △, △, □, O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)
Unlock "Classic Asteroids" Game—Hold **SELECT** and press **O, O, O, △, □, □, O**
"Classic Asteroids" Codes
While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:
One extra life—**Up, Down, Left, Right, O, □, ×, △**
99 Lives—**Up, ×, Down, △, Left, □, Right, O**
Invincibility—**Down, Down, Up, Up, O, □, △, △**

BEAST WARS TRANSFORMERS
Weapon Power-Up
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, ×, □, START**. Now your character's weapon will be more powerful than the standard weapon.
Stage Skip
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, ×, ×, △, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLADE
Unlock Secret Cheats
Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.
Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**
Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**
Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

BOMBERMAN WORLD
Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:
3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 6 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges.

BUGS BUNNY: LOST IN TIME
Unlock All Stages
At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press **×, □, R2, L1, O, ×, □, □, □**. You'll then be able to enter any stage.

CARDINAL SYN
Cheat Codes
Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:
• Unlock all characters except Syn and Kron—**L1, R2, R1, □, Down, O, Down, L2, □, □, □, □**
• Unlock Syn—**R1, Right, R2, □, R1, Down, R1, R2, R2, O**
• Unlock Kron—**L2, L2, Up, Up, Up, Left, Down, Up, O, L1**
• New costume for Orion—**R2, Down, Down, O, □, □, R2**
• New costume for Nephra—**□, L1, O, Up, △, Left, △**
• New costume for Jun—**Down, □, Down, L2, Down, Down, Down**
• New costume for Syn—**O, O, O, L1, R1, O, Left**
• Infinite Magic—**Right, Right, Right, Left, △, Left, Left, □**
• Allow dismemberment in any round—**Up, Up, Right, Right, Left, O, O, Down**
• See characters' ending sequences instead of opening sequences—**△, Right, △, Right, △, △, R2, R1, L1, L2, △, △**

CASTLEVANIA CHRONICLES
Extra Option
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, O, ×**. If you entered the code correctly, the "Extra Option" screen will appear automatically.
Sound Module Setting
At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1 + R2** and press **×**. Now you can choose from three additional soundtrack variations before the game begins.

CENTIPEDE
Unlock All Stages
Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**, now you can choose any stage.
Extra Lives
Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**, you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL
Secret Codes
From the main menu, select "Championship," then press **×** twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.
Unlock all classes—ALL EVENTS
Unlock all tracks in Single Race mode—DIRT TRACKS
Big head—GROSSE TETE
Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS
Unlock All Tracks
At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.
Backwards Tracks
At the track selection screen, press **L2 + R2 + × + Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

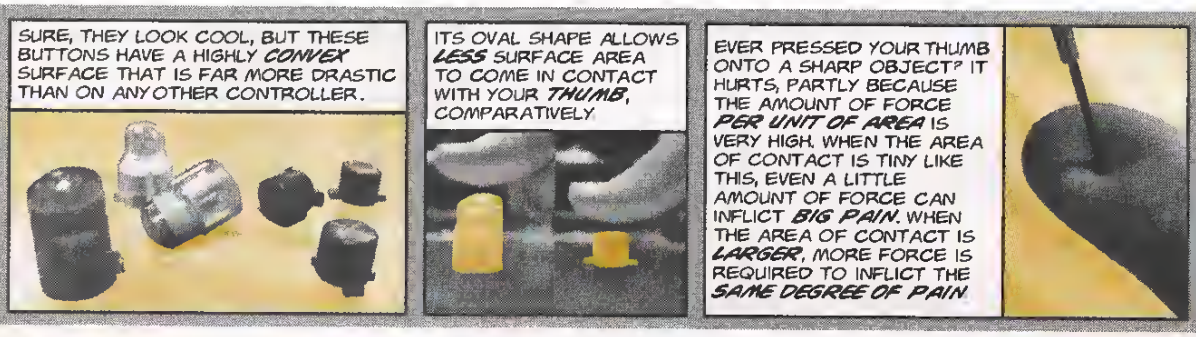
COLIN MCRAE RALLY 2.0
Secret Codes
Choose any game mode at the main menu, then select "Create New Driver Profile" at the Driver Select screen. Next, input any three letters at the Tag Entry screen. Finally, at the Name Entry screen that follows, enter any of the following codes. After entering a correct code, you'll return to the Driver Select screen automatically.
hellocleveland—Unlock all tracks
onecarefulowner—Unlock all cars
hello razu and flea—Main menu displays the outline of a cat
More Codes
The following codes are entered in the same way as the previous ones, however, after entering at least one of them, a new "Cheats" menu will appear under the "Options" menu where you can toggle each effect on or off.
greatballsof—Fireball
moonlander—Reduced gravity
rorrimskcart—Mirror tracks
neurelnightmare—Aggressive cars
rubbertrees—Bouncy collisions
rocketfuel—Turbo boost
easyroller—Monster truck
prunejuice—Faster cars

CONTENDER
Play as Jackal
Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen, press **□** to switch to the character on your memory card. Next, press **□** again. Jackal's face will now appear among the other selectable boxers.

COOL BOARDERS 4
Secret Codes
From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

CRASH TEAM RACING
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
Unlock Penta Penguin—**Hold L1 + R1** and press **Down, Right, △, Down, Left, △, Up**
Unlock Ripper Roo—**Hold L1 + R1** and press **Right, O, O, Down, Up, Down, Right**
Unlock Dr. N. Tropy—**Hold L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—**Hold L1 + R1** and press **Left, △, Right, Down, Right, O, Left, Left, Down**
Unlock Komodo Joe—**Hold L1 + R1** and press **Down, O, Left, Left, △, Right, Down**
Unlock Pinstripe—**Hold L1 + R1** and press **Left, Right, △, Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—**Hold L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**
Super Turbo Pads—**Hold L1 + R1** and press **△, Right, Right, O, Left**
Infinite Bombs—**Hold L1 + R1** and press **△, Right, Down, Right, Up, △, Left**
Infinite Wumpa Fruit—**Hold L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—**Hold L1 + R1** and press **Left, △, Right, Left, O, Right, Down, Down**
Invisibility—**Hold L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—**Hold L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

CROC 2
Cheat Menu
At the title screen, hold **L1** and press **△, Left, Left, Right, □, Up, Up, Left, O**. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2 + R2** simultaneously.
Infinite Crystals
At the title screen, hold **L1** and press **□, □, O, Down, Left, Right, Left, Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press **□** to add 100 crystals to your total, up to 9,999.



DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors *Talbain*

At the character select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down, Down, Left, Right, Up, Up, O**. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes

At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press **Up, Left, Up, Down, Up, Right, Left, Right, O**. You'll hear a special sound effect after entering the code correctly.

Unlock All Styles and all Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left, Up, Right, Down, Left, Down, Right, Up, Left, O**. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused.

Map All Lines On—△, △, **L2, R2, L2, R2, R1,** □

Map All Things On—△, △, **L2, R2, L2, R2, R1,** O

Lots of Goodies!—X, △, **L1, Up, Down, R2, Left, Left**

All Powerful Mode On (Invincibility)—**Down, L2,** □, **R1, Right, L1, Left,** O

X-Ray Vision—**L1, R2, L2, R1, Right,** △, X, **Right**

Level Warp—**Right, Left, R2, R1,** △, **L1,** O, X (press **Left** or **Right** to change the stage number)

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
- Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
- Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
- Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
- Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
- Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
- Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

DYNASTY WARRIORS

Secret Character- Sun Shang Xiang

At the main menu—the one that says "1P Battle, Versus," etc—press **Left, Left, Up, Down,** △, □, **L1, R1**, you'll hear a sound to confirm the code. Now start the game, you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character select menu. **Note**: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any **L** or **R** button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

EAGLE ONE HARRIER ATTACK

Secret Codes

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.

Unlock all missions—**R1, L1, R2, L2, START**

Infinite ammo—R1, L1, R2, L2, R1

God mode—**R1, L1, R2, L2, L1**

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc, enter the following code *quickly* on Controller 2: Tap **L2 + R1 + R2**, then tap **R2**, then **L2**, then **R1 + △**, you'll hear an explosion sound to confirm the code. Now start the game, you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 +** □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu, you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2

Cheat Mode

Hold **L1 + L2 + R1 + △ + Left** and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right,** □, △, □, △, **R1, L1, R1, L1,** O. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press **START** to pause, then press **Right,** □, △, □, △, X.

GEKIDO: URBAN FIGHTERS

Cheats

To enter these codes, you must first gat a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.

Unlock Deformed mode—D E F O R M A N I A

Unlock Skeleton mode—B O N E C R A C K

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2, R1,** □, □, **Up, Down,** □, □, **R2, R2**, you'll hear a sound to confirm the code. Now choose "Mission Start", a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press □ at the character-select screen to change a character's name to one of the following cheat names, when the game starts, you'll gat the following effects.

- Enter the name "W E Y H E Y" to start with 9,999,990 points
- Enter "B L D W M E" to have your character's map coordinates displayed on the screen while you play
- Enter "E A T T H I S" to max out your "Wanted" level.
- Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items

GRAND THEFT AUTO: LONDON 1969

Secret Codes

Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.

S W E E N E Y—Display coordinates on the screen

G R A S S—No police

O L D B I L L—Maximum filthomater

S I D E B U R N—Bonus multiplier starts at x5

B I G B E N—Start with 9,999,990 points

M C V I C A R—Start with 99 lives

R A Z Z L E—Stage select

H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll gat no special confirmation after entering a correct code.

Start with $1,000,000—B I G S C O R E

Start with all weapons and 99 ammo—N A V A R O N E

Start with x5 Multiplier—H I G H F I V E

No Police—L O S E F E D S

Display Coordinates—W U G G L E S

Area Select—I T S A L L U P

Start with unlimited health—L I V E L O N G

Start with maximum Wanted Level—D E S I R E S

HOT WHEELS EXTREME RACING

Secret Codes

Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen:

X T R C H T I—Unlocks "Cheat Menu" option on the "Misc " menu

A N D Y—All skulls become monkey faces

S K U L L—All skulls become monkey skulls

U S D—Upside-down races

N O B O D Y—Invisible vehicles

V E R S I O N—Display the game's version number and date at the main menu

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to gat the corresponding effect before each race, you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time.

Unlimited Turbos—**R2, L1,** □, △, **R1, L2, L1, R2**

Small cars—□, **R2, L2,** △, △, **L2, R2,** □

Large tires—□, △, □, △, **R1, R1, L2, L2**

No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**

Alternate sound effects + announcer—**R2, R1, L2, R2,** □, △, **L1, R1**

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features.

P W D T S T—Unlock all secrat courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two-Player Fun

At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways:

Hold **Right** or **Left**—Skinny player

Hold **Up** or **Down**—Big head player

Press **X**—Whistle sound effect

Press □—"Boo" sound effect

Press △—Bicycle horn sound effect

Press O—Drum hit sound effect

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code. At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER

Unlock All Levels

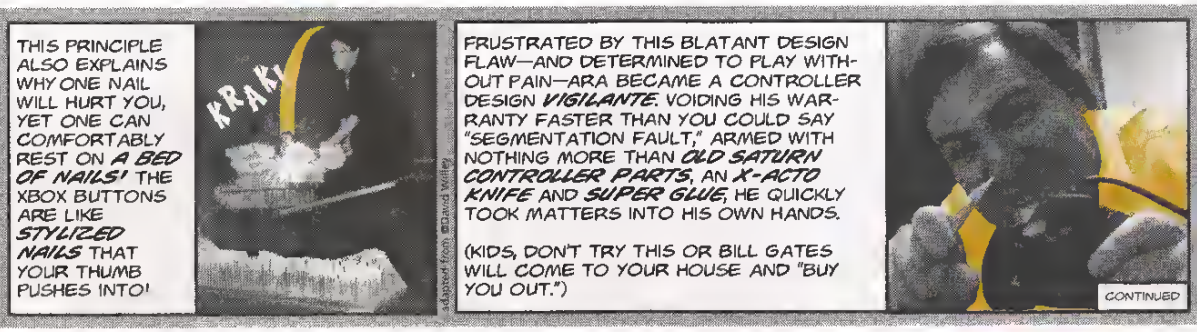
At the main title screen—while the words "PRESS START button" are flashing—press **L2,** □, △, O, X, **R2, R2** you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.

All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, X, X, you'll hear a gong to confirm the code. Now all of the levels—including the secrat Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.

Secret Video

At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1,** O, □, △, △, the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Tempie stage.



JET MOTO

Cheat Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6" Press **START** At the title screan, press O, O, O, □, △, △, □, △ You can now enter the following codes at the title screen for different effects

2 Player vs CPU— O, □, **R2**, O, △, **L2**, **Right**, **Up**

Double Stunt Points—**Right**, **Up**, O, **L2**, △, O, **R1**, **R2**

Unlimited Turbos—△, O, **Right**, **R2**, **Up**, □, **Up**, △

Rocket Racer—△, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**

Multiple Camera Angles—△, **Down**, □, △, **L1**, **L1**, **R1**, **R1**

No Resistance—□, **L1**, △, **Right**, **L1**, **Down**, **R2**, △

Super Ability—**Down**, O, **Left**, **L1**, **Left**, **Right**, **Left**, **Right**

Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, O, **Up**, O

Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, □, **Right**, **Right**

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male" Now press **START**, when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left** Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice " Press **START** again, when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code You now have access to all of the tracks in all game modes, there's also a fourth difficulty setting called "Master" at the Options menu

JET MOTO 2

Access All Tracks

Note The following cheats require you to adjust settings at the Options menu When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the X button, if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the alternate tracks—follow these steps

1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5"

2) Choose "1 Player" at the main menu, highlight Li'l Dave, press X, then press △ until you get back to the main menu

3) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **R2**, **R1**, **L2**, **L1**; you won't get any confirmation of this code

4) Return to the Options menu and set the Laps Per Race to "3"

5) Choose "1 Player" at the main menu, highlight Wild Ride, press X, then press △ until you get back to the main menu

6) At the main menu, quickly press **Up**, **Left**, **Down**, **Right**, □, **R2**, O, **L2**, you will hear a signal to confirm this code

7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off"

8) Choose "1 Player" at the main menu, highlight Bomber, press X, then press △ until you get back to the main menu

9) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**; you won't get any confirmation of this code

10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On"

11) At the main menu, quickly press **R2**, **B1**, **L1**, **L2**, **B2**, R1, **L1**, **L2**; you will hear a signal to confirm this code Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6" Then, at the main menu, quickly press **Left**, □, **Down**, △, **Right**, O, **L1**, **R1**, you will hear a signal to confirm this code Now Enigma is available at the character-select screen, there's also a new difficulty setting at the options menu called "Insane "

JUDGE DREDD

Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

I P E M O N ?—Deformed characters

? L O V E S E X Y ?—See the ending

I B E D S T R A W !—10 credits

I E I K K I N—Invincibility

THE KING OF FIGHTERS '95

Boss Code

Choose "Team Play" at the main menu When the "Team Edit" question comes up, choose "Yes" Now at the character-select screen, hold the **START** button and press **Up** + O, then **Right** + □, then **Left** + X, then **Down** + △ The boss characters Omega Rugal and Saishu Kunsenagi will appear on the menu as playable fighters

Duplicate Characters

Choose "Team Play" at the main menu When the "Team Edit" question comes up, choose "Yes" Now at the character select screen, hold the **START** button and press **Down** + △, then **Left** + X, then **Right** + □, then **Up** + O Now you can select your favorite character more than once when choosing the members of your team; you can even make a team that consists of the same character threa times

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters or enable cheats

K N U C K S—Unlock Ashy Knucks

S A N D E R S—Unlock Barry Sanders

G I A M B I—Unlock Jason Giambi

S E A U—Unlock Junior Seau

N O L A N—Unlock Owen Nolan

F R A N C I S—Unlock Steve Francis

B A B Y—Unlock Baby

B U L L D O G—Unlock Bulldog

C L O W N—Unlock Clown

E Y E—Unlock Cyclops

G O R E—Unlock Gorilla

1 0 0 %—Max out boxer stats

T H R O B—Throbbing boxer

I N V I N C I B L E—Invincible boxer

D O U B L E D A M A G E—Double damage against opponents

B A W—Black and white mode

S E P I A—Sepia Tone mode

N A L U—Picture of a baby appears in the corner of the screen during match

R E S E T P A S S—Disables all cheats

LOONEY TUNES RACING

Unlock Characters & Courses

Enter any of the following codes at the main menu to unlock the corresponding character or course You'll hear a special sound effect after entering a correct code

Foghorn Leghorn—**Right**, **Right**, **L2**, □, □, **SELECT**

Pepe Le Pew—**Left**, **Right**, **R1**, O, □, **SELECT**

Yosemite Sam—**Left**, **Right**, **R2**, □, O, **SELECT**

Sylvester—**Left**, **Left**, **L1**, △, **L1**, **B1**, **SELECT**

Rocky— △, **Left**, **R2**, O, O, **SELECT**

Granny—O, △, △, **L1**, **R1**, **SELECT**

Gossamer— △, O, **R2**, **R1**, □, **SELECT**

Duck Dodgers—**L1**, □, □, △, O, **SELECT**

Evil Scientist—□, O, **L2**, **R2**, △, **SELECT**

Smokey The Genie—□, **L1**, **B1**, △, O, **SELECT**

Hector— △, **L2**, **L1**, △, □, **SELECT**

Planet Y—**Right**, **Left**, △, **L2**, **L1** **SELECT**

Wackyland—**L1**, O, □, **R2**, △, **SELECT**

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of *Lunar*" CD in your PlayStation and turn it on As soon as the video begins to play, press **Up**, **Down**, **Left**, **Right**, △, **START** You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs Now select "Exit" from the mini game menu; you'll see all of the FMV scenes on the disc you've loaded

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**

Boss Codes

To play as Dr Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

• Dr Doom—Press **Down**, **Down**, then press and continue to hold X, then O, then **R1** (you should still be holding X and O when you press **R1**)

• Thanos—Press **Up**, **Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □)

To choose the alternate Player 2 color for Dr Doom or Thanos, use the following codes at the character select screen:

• Dr Doom—Press **Down**, **Down** and continue to hold **Down** on the second press, wait three seconds, then press and continue to hold X, then O, then **R1** (you should still be holding **Down** + X + O when you press **B1**)

• Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press, wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu Note that the above codes are shown as if you're using the default control configuration If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters

• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button

• U S Agent—Highlight M Bison, hold **SELECT** and press any action button

• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button

• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button

• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button

• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button

• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option " Next, press **R1**, O, **Left**, △, △ very quickly If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START** The hidden EX Option menu will appear

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below After entering each code correctly, the pause menu will shake The effects will take place immediately after you select "Continue" to return to the game

Perfect balance—Hold **L1** and press □, **Left**, **Up**, **Right**.

Display balance meter during grinds—Hold **L1** and press Left, O, □, △, □, O, X

Infinite Special—Hold **L1** and press **Left**, **Down**, △, O, **Up**, **Left**, △, □

Big wheels—Hold **L1** and press **Down**, O, O, **Down**

Add eight minutes to your remaining time—**Hold L1** and press □, **Up**, O, X

Point values x10—Hold **L1** and press □, O, O, **Up**, **Down**, **Down**

Secret Character Granny

Start a game in Career Mode and press **START** to pause, then select the "Retry" option from the pause menu Continue to pause and restart, after you do this 10 times, a message will appear and Granny will become a playable character

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu The lights on the machine will flash green after entering a correct code

Secret Screen 1—C O O L C H I C K

Secret Screen 2—A J R U L E S

Secret Staff Photo Gallery—D W I G A L L E R Y

Secret Team Gallery—D W I M O H T E A M

Captain Dye Mode—C A P T A I N D Y E

Nifty Multiplayer Power-ups—D E N N I S M O D E

American Movie Mode—S P R E C H E N

Temperamental Tocsin—B R A D A L A R M

Wireframe Mode—T R A C E R O N

4x Firing Rate—I C O S I D O D E C

Reflecting Shots—G O B L U E

Unlimited Ammo—B A D C O P S H O W

Audie Murphy Mode—M O S T M E D A L S

Unlock Mission 1 in the Gallery—I N V A S I O N

Unlock Mission 2 in the Gallery—B I G G R E T A

Unlock Mission 3 in the Gallery—D A S B O O T

Unlock Mission 4 in the Gallery—S T U K A

Unlock Mission 5 in the Gallery—K O M E T

Unlock Missions 6 and 7 in the Gallery—T W O S I X T W O

Unlock Victoryl in the Gallery—V I C T O R Y D A Y

Unlock Mission 2—Z E R S T O R E N

Unlock Mission 3—B O O T S I N K T

Unlock Mission 4—S E N F G A S

Unlock Mission 5—S C H W E R E S

Unlock Mission 6—S I C H E R U N G

Unlock Mission 7—G E S A M T H E I T

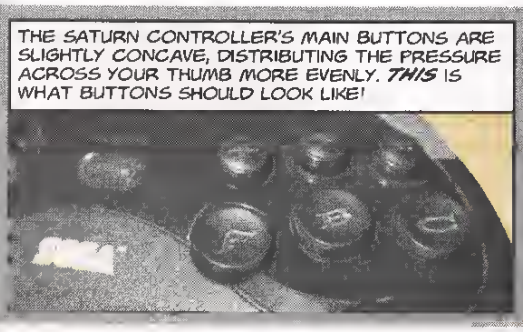
Unlock Rosie in Multiplayer—W E C A N D O I T

Unlock Kurt in Multiplayer—E V I L K U R T

Unlock Jens in Multiplayer—I N T H E N A V Y

Unlock Johan in Multiplayer—T I R E D J O H A N

Unlock Jürgen in Multiplayer—D A S B O O T Y





Unlock Manfred in Multiplayer—MANLYMAN
Unlock Karl in Multiplayer—SCARYKARL
Unlock Felix in Multiplayer—HOODDOWN
Unlock Von Braun in Multiplayer—ROCKETMAN
Unlock Ernst in Multiplayer—ARTCRITIC
Unlock Egon in Multiplayer—COOLSHADES
Unlock Wolfgang in Multiplayer—HOODUP
Unlock Müller in Multiplayer—BIGFATMAN
Unlock Winston in Multiplayer—FINESTHOUR
Unlock Otto in Multiplayer—HERRZOMBIE
Unlock Noah in Multiplayer—BEACHBALL
Unlock Bismarck in Multiplayer—WOOFWOOF
Unlock Rizal in Multiplayer—IKEANDKEN
Unlock Panzerknacker in Multiplayer—NUTCRACKER
Unlock Steven in Multiplayer—SSPIELBERG
Unlock Will in Multiplayer—PAYBACK
Unlock Geme Werks Theater in Multiplayer—MACOOCOO
Unlock Site Seeing Theater in Multiplayer—SPYSCHOOL

MEDAL OF HONOR: UNDERGROUND

Secret Passwords

At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.

MOHDESSINS—Cartoon gallery
RICOCHET—Bouncing Bullets
LATIREUSE—Podoski Mode
BALLESVITE—4x Firing Rate
PUISSANCE—Invulnerability Mode
AUTODINGUO—Wacky Taxi Mode

Unlock Everything

First, enter ENTREZVOUS as a password. Now you may enter any of the following passwords:

PORTECLEFS—Unlock everything except Panzerknacker Unleashed!
LEMONSTRE—Unlock Panzerknacker Unleashed

MEDIEVIL II

Cheat Mode

At any time during gameplay, press **START** to pause, then hold **L2** and press △, O, △, O, O, △, **Left**, O, **Up**, **Down**, **Right**, O, **Left**, **Left**, △, **Right**, O, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully. Highlight MegaMan X, press the O button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully. Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold O and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MEGA MAN X5

Start With Ultimate Armor

At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MONSTERS, INC. SCREAM TEAM

Secret Codes

Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly.

Hold **L1** + **R2**, press O, O, O, O, △, □, □—99 lives
Hold **L1** + **R2**, press O, O, O, O, □, □, △—Full scare meter
Hold **L1** + **R2**, press O, O, O, O, □, △, △—Full health

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, X six times and O nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press X, O, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**, when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version. During the opening demo, press X, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode, when the "vs" screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

• Player 1: Press Low Punch three times and Low Kick twice
• Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh, continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode, the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT: SPECIAL FORCES

Cheat Mode

At the main menu, select "Options," then "Game Settings." Next, press **Left**, **Right**, **L1**, **L2**, **R1**, **R2**, □, O. After entering the code correctly, a new menu item called "Cheats" will appear on the screen. Set it to "on," then start a game and you'll have maximum experience points plus a ton of weapons and ammo.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1** + **L2** + **R1** + **R2** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

• Fatality 1—Press △ when "Finish Him/Her" appears.
• Fatality 2—Press O when "Finish Him/Her" appears.
• Animality—Press **L2** when "Finish Him/Her" appears.
• Friendship—Press **R1** when "Finish Him/Her" appears.
• Brutality—Press □ when "Finish Him/Her" appears.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Unlock All Boards, Costumes, Levels and Skaters

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

THE MUMMY

Secret Bonus Codes

At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:

△, X, △, O, □, △, O, X—Unlock bonus level
O, □, O, X, X, △, △, □—All weapons available
X, △, X, □, O, △, □, △—Unlimited ammo
O, O, △, O, X, □, □, X—Infinite lives

MUPPET MONSTER ADVENTURE

Secret Codes

Enter any of the following codes at the main menu:

Unlock all levels—**Up**, **Up**, □, **Down**, **Down**, O, **Left**, □, **Right**, O
Invincibility—**L2**, **R2**, **R1**, **L1**, **R2**, **L2**, **R2**, **R1**, **L1**, **R2**
Debug text—**Up**, **Right**, **R2**, □, **Left**, **R1**, **Left**, **Up**, **Left**, **L2**
Start with chicken weapon—□, □, O, □, O, O, □, □, O, □

MUPPET RACE MANIA

Secret Codes

Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.

Unlock Fraggle Rock—X, □, X, □, X, □, △, O, X, □
Unlock end courses—O, △, □, △, X, △, □, O, △, X
Unlock Arches—□, O, X, O, □, △, O, X, O, △
Unlock Studio—□, □, O, O, X, O, △, O, △, □
Unlock all Muppets and vehicles—△, O, △, □, △, X, △, △, X, O

NANOTEK WARRIOR

Cheat Codes

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

• Refill Shield—**SELECT**, O, **Right**, **Up**, **Up**, **L1**, **L1**, X
• Warp Speed Boost—O, □, O, □, △, △, △, X
• Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
• First-Person Viewpoint—△, O, □, □, △, △, **SELECT**, **START**
• Randomize Level Curves—O, **SELECT**, **Left**, □, □, **Down**, **Up**, X

Passwords

Level 2—□XXX□□X△△
Level 3—XOXXX□□△□
Bonus Level 1—O□X×□XXX△
Level 4—△X□X□□△XO
Level 5—OX□XX□△△X
Level 6—X□□X□□△XO
Bonus Level 2—□□□X□□△△□
Level 7—XXX□X△O△□
Level 8—□XX□XOX△O
Level 1 with upgraded NanoTek ship—X□X□□OX△X

NASCAR 2001

Secret Codes

Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, O, X, **Down**, **Up**, **Right**, **Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, O, X, **Up**, **Down**, **Left**, **Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, O, □, X
Unlock Asher Boldt (#153)—Hold **L2** and press □, O, △, X
Unlock Proving Grounds Track—Hold **R1** and press **Left**, O, **Up**, **Down**, **Right**, **Right**, **Right**
Unlock Treasure Island Track—Hold **L2** and press □, O, □, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, X

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C9PSAUBNAA" to unlock lots of cars and every track.

NEED FOR SPEED R: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—MCITYZ
AutoCross Hidden Track—XCNTRY
Caverns Hidden Track—XCAVE
The Room Hidden Track—PLAYTM
Scorpio-7 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEAM
Activate Jaguar XJR-15—LJAGX
Activate Mercedes-Benz CLK-GTR—AMGMRC
Activate El Nino—ROCKET
All cars and bonus tracks (not hidden tracks)—SPOILT
All Camera Views—SEEALL

Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up** + **R1**+ **R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—**Up** + X + △
Cops Speak With Different Accent—**Up** + **R1** + **L2**
Cops Speak in German—**Up** + **R2** + **L1**
Cops Speak in Spanish—**Down** + **R2** + **L1**
Cops Speak in Italian—**Left** + **R2** + **L1**
Cops Speak in French—**Right** + **R2** + **L1**

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages:

Stage 1: Phat Tony's Casino—3,000 points or more
Stage 2: Shop 'til You drop—6,000 points or more
Stage 3: Grandpa's in The House—4,000 points or more
Stage 4: Tripping in The Perk—5,000 points or more
Stage 5: Fun Park Massive—8,000 points or more
Stage 6: No one can stop Mr. Domino—5,000 points or more

To unlock the alien DA●M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages:

Stage 1: Phat Tony's Casino—8,000 points or more
Stage 2: Shop 'til You drop—12,000 points or more
Stage 3: Grandpa's in The House—8,000 points or more
Stage 4: Tripping in The Park—9,000 points or more
Stage 5: Fun Park Messive—28,000 points or more
Stage 6: No one can stop Mr. Domino—10,000 points or more

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—JUNGLEWAR
Level 2: Island—CUTTHROATS
Level 3: Peace 1—COUNTDOWN
Level 4: Peace 2—PLUTONIUM
Level 5: DMZ—PUSAN
Level 6: Fortress—ARMAGEDDON
Bonus Level: Lightning—LIGHTNING

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu

• Level Select—Hold **R1** and press **Down, Right, Left, Right, □, O, □, △, O, □, Right, Left**

• Movie Select—Hold **R1** and press **Up, Left, Right, □, O, △, □, Right, Left, Up, Right.**

• Green Farts—Hold **R1** and press **Up, Left, Right, □, O, X** Now every time you fart using Gamespeek, you'll see green gas

DDDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press O, O, X, X, □, □ You will skip to the next Checkpoint Note that you will skip all the Mudokons in between and they will be considered "dead "

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right, △, □, O, △, □, O, Down, Up, Left, Right.**

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right, □, O, △, O, □, O, Up, Down, Left, Right.**

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes

From the main menu, select "Codes," then select "Enter Code " Next, enter any of the words below to unlock the corresponding effects

O M E G A—Level skip
U L T I M A T E—Titanium Ranger
F O R E V E R—Continues
S H O W C A S E—All galleries open
I M M O R T A L—Infinite Lives
D 4 8 7 E 1 0 9 G 7—Infinite Health
N 7 F 6 U 2 A 5 A 1—Infinite RPE

THE POWERPUFF GIRLS CHEMICAL X-TRACTION

Secret Codes

Choose "Passwords" from the Options menu and enter any of the following codes

Princess, Blossom, Fuzzy, Bubbies, Princess—Unlock Powerpuff Girls Bedroom
Seduse, Buttercup, Mojo Jojo, Ace, Princess—Unlock Professor Utonium's Lab
Fuzzy, Ace, Blossom, Princess, Sedusa—Unlock Townsville Jail
Big Billy, Bubbles, Ace, Sedusa, Big Billy—Invincible Mode, Player 1
Ace, Big Billy, Fuzzy, Bubbles, Fuzzy—Invincible Mode, Player 2
Buttercup, Mojo Jojo, Sedusa, Big Billy, Princess—Chemical X-tra, Player 1
Ace, Princess, Blossom, Buttercup, Ace—Chemical X-tra, Player 2
Big Billy, Ace, Buttercup, Ace, Blossom—Unlimited X, Player 1
Sedusa, Bubbles, Ace, Bubbles, Big Billy—Unlimited X, Player 2
Blossom, Mojo Jojo, Princess, Sedusa, Ace—Unlock Bubbles' Super Scream
Ace, Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath
Ace, Fuzzy, Big Billy, Mojo Jojo, Ace—Unlock Buttercup's Tornado Spin
Princess, Buttercup, Bubbles, Ace, Ace—Power Damage, Player 1
Ace, Mojo Jojo, Blossom, Buttercup, Princess—Power Damage, Player 2
Bubbles, Fuzzy, Ace, Blossom, Ace—Super Health, Player 1
Ace, Ace, Buttercup, Fuzzy, Big Billy—Super Health, Player 2
Bubbles, Ace, Mojo Jojo, Princess, Ace—Disable game timer
Sedusa, Big Billy, Blossom, Ace, Buttercup—Unlock all charecters and stages

PSYBADEK

Cheat Passwords

G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small charecters
D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen While entering the code you may advance to different screens, but in each case the code will still work

Down, Up, Left, Right, △, X, □, O—All Gold in training levels
Down, Up, Right, Left, △, X, □, O—Unlock all levels
Up, Down, Left, Right, △, X, □, O—Your name can be three lecters longer
L2, R2, L1, R1, △, X, □, O—Mega Points
Up Down, Left, Left, X, □, O, △—Unlock movie (selectable from the Options menu)

R•TYPE DELTA

Invincibility

At any time during gameplay, press **START** to pause the game Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2** You'll hear a special sound effect after entering the code correctly When you unpause the game, your ship will be invincible

R•TYPES

Invincibility

At any time during gameplay, press **START** to pause the game Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2** You'll hear a special sound effect after entering the code correctly When you unpause the game, your ship will be invincible

Increase Speed

Peuse the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, O**

Decrease Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, X**

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or O to equip yourself with a different weapon

Level Select

Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times, you'll hear a sound to confirm Now start the game and press **START** to pause, you can choose any stage with the stage-select option at the pause menu

RAMPAGE THROUGH TIME

Secret Passwords

From the main menu, select "Password," then enter any of the passwords below Upon entering a correct code you'll immedietely return to the main menu

1 2 3 4 5—Unlock "Cheat" menu within "Options"
J O M 3 L—Unlock Neo Techno, Juressic and Scumlabs stages in Challenge mode
J O S H S—Power Meter always full

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**, when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**, you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right** You may heve to quit the current game to observe all of the unlocked items

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes, you won't hear any signal to confirm them, so press the buttons carefully Note You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game

• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**

• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**

• Play as Enzo—**Up, Left, Down Left, Down, L1, R1, Right, Down, Right**

• Play as Dot Metrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds, you'll see the word "Advenced" turn green Now start the game in "Advanced" mode and you'll find that it's slightly easier then usuel

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds, a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused)

• Chess pattern background—**L1, O, Left, Right, L2, Left, R2, R2**

• Enable motion blur—**Right, O, L2, O, R1, O, □, O**

• Extra 30,000 points—**□, Up, Down, L2, R1, △, X, △** (works only once per level)

• Temporary invincibility—**Right, Down, L1, R2, R1, O, △, □**

• 30 extra seconds in Time Trial mode—**O, L1, △, △, O, X, △, Down** (works only once per level)

• Warp to bonus stage—**△, Up, △, L2, L1, L2, □, X**

• Clear screen in bonus stage—**Right, O, □, L1, □, O, O, □**

THE SIMPSONS WRESTLING

Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing) You can also enter the codes at the "Paused" menu during gameplay A message will appear at the top of the screen to confirm each code To reverse the effects of a code, just enter the same code again

O, Up, Up, Down, Down, Left, Right, Left, Right—Unlocks the "Bonus Match Up" option at the main menu, from here you can start a match with nearly any character in any stage
O, Left, Up, Left, Down, R1—Unlock Bumblebee Man
O, Left Up, Left, Down, L1—Unlock Moe Szyslak
O, Left, Up, Left, Down, R2—Unlock Professor Frink
O, Left, Up, Left, Down, L2—Unlock Ned Flanders
O, R1, R1, R1, Down, Up—Infinite energy
O, R1, R1, R1, Right, Left—If your Health reaches zero, you automatically lose
O, R1, R1, R1, Up, Down—Activates Multi-Rope Attack
Up , Up, Down, Down, Left, Right, Left, Right, O, L2, O, R2, O, L1, O, R1—Activates Mirror Matches
O, L1, L1, L1, Up, Down—Activates big heads
O, L1, L1, L1, Left, Right—Activates 'Flat Land,' which flattens all the characters in the game
O, Right, Up, Right, Down—Black outlines in the characters are not drawn
O, L1, O, L1, O, R1, O, R1—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three circuits
O, L1, O, R1, O, L2, O, R2—Activates "Big Ape Mode," which gives all of the characters huge arms
O, R2, R1, O, R2, R1—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena
□, O, L1, R1—Displays a date at the top of the screen, presumably the date that the final revision of the game was completed

SMALL SOLDIERS

Cheat Passwords

O, O, △, △, O, X, □, X—Invincibility
△, △, O, O, O, X, □, X—All Weapons

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused

• Temporary invisibility—Hold **L1 + R1** and press □, □, O, O, △, X

• Temporary Invincibility—Hold **L1 + R1** and press △, △, X, X, □, O

• All power-ups—Hold **L2 + R2** and press △, O, □, X, △, X

• All inventory—Hold **L2 + R2** and press X, □, O, △, □, O

• Refill health meter—Hold **L1 + R1** and press X, O, △, □, X, O

• Refill Magic—Hold **L1 + R1** and press △, O, X, □, △, O

• Skip current level—Hold **L1 + R1 + L2 + R2** and press △, X, □, O, O, O

SPEC OPS: RANGER ELITE

Invulnerability

At the main menu, select "One Player Game." Next, enter **ROCKSTAR** as your name at the following screen When you begin the mission, press **START** to enter the peuse menu A new menu item, "invuinerable" may now be toggled on and off

SPEED RACER

Access All Cars

At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △, now all of the cars in the game will be available

Extra Camera Views

During a race, press **START**, while the game is paused, press **Right** five times, then **Left** five times Now return to the game and cycle through the different camere views, you'll find two new long-distance settings

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows

• Hold **L1 + L2** to race in bright daylight
• Hold **R1 + R2** to race at night
• Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press O, □, O, □.

Hidden Messages

Also at the "globe" menu, hold the **START** button and press O, △, △, O You'll see the code on the screen to confirm Now hold **START + SELECT** and press O, O, O, O to see a hidden message You can also try △, △, △, △ or □, □, □, □, repeat each code to turn the corresponding message off

Handbag Code

At the globe menu, hold the **START** button and press □, △, O, △ With that code on the screen, enter the television studio with your "act" prepared instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor

Naked Spice Code

At the globe menu, hold the **START** button and press O, △, △, O Next, press **L1 + L2 + R1 + R2 + START + SELECT** simulteneously to reset the game You'll get an alternate title screen that shows the Spice Girls naked?

SPIDER: THE VIDED GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen

• Refill Energy + Weapon Power-Up—Press △, X, X, X, O, X, □, △, X, △, O
• Change into a Flea—Press △, □, O, △ Repeat the code to change back into the spider

SPIDER-MAN

Cheats

From the main menu, select "Special," then select "Cheats " At this screen, you may enter any of the cheats below Note the spaces in some of them

What If contest—GBHSRSPM
Big head—DULUX
Joel Jewect as J Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Unlock almost everything—EEL NATS

SPIDER-MAN 2: ENTER ELECTRO

Cheat Codes

From the main menu, select "Special," then select "Cheats" and enter any of the following codes

A U N T M A Y—Unlock Level Select, all costumes, all Gallery items end all Training items
A L I E N—Big head
S T A C E Y D—Big feet
V V I S I O N S—"What If" Mode
V V H I S C R S—Inserts programmer's high scores into Records

STAR TREK: INVASION

Watch Credits Movie

At eny "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear

Unlock Everything

At the "Stellar Cartography" screen press **Up Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2** Each of the last two combi-

nations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **R1** + **L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I: THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press △, ○, **Left**, **L1**, **R2**, □, ○, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1** + **SELECT** and press △.

STREET SKATER 2

Secret Codes

Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.

Unlock all skaters—**Left**, **Left**, ○, ○, **L2**, □, **Right**, **R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left**, **Right**, **Left**, **Right**, ○, ○, **R1**, □
Max Trick Level and Skill Points—**L1**, □, **Left**, **Left**, **R2**, **Left**, **R1**, **Left**
Unlock "Movie" item in main menu—**R2**, **R2**, **L1**, **L2**, **L1**, **R1**, **R1**, **R1**

Alternate Clothes

Hold **L1**, **L2**, **R1** as you select a character at the "Skater Select" screen.

TARZAN

Stage Select

At the main menu, press **Left**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L2**, **R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate," then select "Roach" as your character. At the character name screen, enter "beesurfguy" as your name.

Extra Points

During a game, press **START** to pause, then hold **L1** + **R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level

At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down** + **R1** + **R2** + **L1** + **L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory.

Unlimited Medipacks & Ammo, Plus Revolver & LaserSight

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up** + **R1** + **R2** + **L1** + **L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub screen again, you'll see the changes reflected in your inventory.

Special Features

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down** + **Circle** + **R1** + **R2** + **L1** + **L2** and press △. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1** + **L2** + **R1** + **R2** + **Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off.

100% Health—**SELECT**, **SELECT**, ○, ○, **Up**, **Up**, **SELECT**
Invincible—**SELECT**, **SELECT**, ○, ○, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT**, **SELECT**, ○, ○, △, **SELECT**
Max Weapons—**SELECT**, **SELECT**, ○, ○, **L1**, **L1**, **R1**, **R1**
Complete Mission—**SELECT**, **SELECT**, ○, ○, **SELECT**, ○
Run faster—**SELECT**, **SELECT**, ○, ○, □, □, ○, ○

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies—**SELECT**, **SELECT**, ○, ○, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**
Access All Missions—**SELECT**, **SELECT**, ○, ○, **L1**, **L1**, ○, **L1**, **L1**

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right**, **Up**, **Down**, ○, **Right**, **Up**, □, △
All stats at 10—Hold **L1** and press □, △, **Up**, **Down**
All stats at 13—Hold **L1** and press ×, □, □, △, **Up**, **Down**
Unlock Levels—Hold **L1** and press △, **Right**, **Up**, □, △, **Left**, **Up**, □, △
Unlimited Special—Hold **L1** and press ×, △, ○, **Down**, **Up**, **Right**
Big Head Mode—Hold **L1** and press □, ○, **Up**, **Left**, **Left**
Slow Motion Mode—Hold **L1** and press □, **Left**, **Up**, □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, ○, **Up**, **Left**, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything

At any time during a Career Mode game, press **START** to pause, then hold **L1** and press ×, ×, ×, □, △, **Up**, **Down**, **Left**, **Up**, □, △, ×, △, ○, ×, △, ○. The words on the pause menu will shake after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features. This code unlocks everything in the game except the secret character Private Carrera.

Unlock Private Carrera

At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down**, **Up**, **Left**, **Left**, ○, **Left**, **Up**, △, △, **Up**, **Right**, □, □, **Up**, ×. The words on the pause menu will shake after entering the code correctly. Next, select "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character.

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes.

Infinite Special—Hold **L1** and press ×, △, ○, ○, **Up**, **Left**, △, □
Faster gameplay—Hold **L1** and press **Down**, □, △, **Right**, **Up**, ○, **Down**, □, △, **Right**, **Up**, ○
Fatter player—Hold **L1** and press ×, ×, ×, ×, **Left**, ×, ×, ×, ×, **Left**, ×, ×, ×, ×, **Left**. You may enter this code multiple times to increase the effect.
Thinner player—Hold **L1** and press ×, ×, ×, ×, □, ×, ×, ×, ×, □, ×, ×, ×, ×, □. You may enter this code multiple times to increase the effect.
Turn blood off—Hold **L1** and press **Right**, **Up**, □, △. Repeat this code to turn the blood back on.
All stats at 10—Hold **L1** and press ×, △, ○, □, △, **Up**, **Down**
Big head—Hold **L1** and press □, ○, **Up**, **Left**, **Left**, □, **Right**, **Up**, **Left**
Sections of the area flash different colors—Hold **L1** and press **Down**, **Up**, □, ○, **Up**, **Left**, **Up**, ×
Extremely low gravity—Hold **L1** and press **Left**, **Up**, **Left**, **Up**, **Down**, **Up**, □, △, **Left**, **Up**, **Left**, **Up**, **Down**, **Up**, □, △
Flying skater—Hold **L1** and press **Up**, **Up**, **Up**, **Up**, ×, □, **Up**, **Up**, **Up**, **Up**, ×, □, **Up**, **Up**, **Up**, **Up**
Wireframe graphics—Hold **L1** and press **Down**, ○, **Right**, **Up**, □, △

TONY HAWK'S PRO SKATER 3

Secret Codes

At any time during gameplay, press **START** to pause the game. Next, enter any of the codes below. After entering a correct code, the pause menu will shake to confirm.

Hold **L1** and press **Left**, **Up**, □, △—Overall game speed is faster
Hold **L1** and press △, **Right**, **Up**, □, △, **Right**, **Up**, □, △—Special meter always full
Hold **L1** and press □, ○, **Right**, □, ○, **Right**, □, ○, **Right**—End the current run with 100,000 points added to your score

The latter code is only useful during the Competition stages in Career mode, it will allow you to score high enough to earn a gold medal.

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters

From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.

OCTAGON—Unlock Ulti Man
CIRCLE—Unlock Sumo Wrestler
STREET—Unlock Street Fighter
MAT—Unlock Amateur Wrestler

More Secret Characters

To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."

BigJohn—Unlock John McCarthy
Smile—Unlock Card Girl
Mask—Unlock Pro-Wrestler
Sasuke—Unlock Ninja Fighter
Kung Fu—Unlock Kung Fu Fighter
Chop—Unlock Karate Fighter
Punch—Unlock Freestyle Boxer

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold **R1** + **L1** + **SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + ○ + △ + × and press **Right**. Each time you do this, weapons will appear around you to pick up.

WORLD'S SCARIEST POLICE CHASES

Cheat Codes

Each of the following codes can be entered at the main menu.

- Unlock All Missions—**Down**, **Up**, **Left**, **Right**, ×, △, ○, □
- Unlock All Starting Locations in Patrol Mode—**Down**, **Up**, **L2**, **L1**, ×, △, **R2**, **R1**
- Unlock All Bonus Items—**Left**, **Right**, **L1**, **R1**, ○, □, **R2**, **L2**

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one.

Invincibility—**R2**, **L1**, **R2**, **L2**, **R1**
Charge Combo meter with one hit—**R1**, **L2**, **R2**, **L2**, **Right**
Increase damage of each attack—**Up**, **Up**, **L1**, **L2**, **Down**
Decrease damage of each attack—**Down**, **Up**, **L2**, **Right**, **Left**
Turn off computer control of opponents—**Left**, **Left**, **Up**, **Down**, **R2**
Automatic Superpins—**Down**, **Down**, **Down**, **Down**, **L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

X-MEN: MUTANT ACADEMY

Unlock Everything

At the main menu, quickly press **SELECT**, **Up**, **L2**, **R1**, **L1**, **R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN: MUTANT ACADEMY 2

Cheat Code

At the main menu, press **SELECT**, **Down**, **R2**, **L1**, **R1**, **L2**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the **R1** button. To play as Xavier, highlight Magneto and hold the **R1** button. Don't forget to check out the "Pool Party" stage in Versus mode!

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**, you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options.

- "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: if Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1** + **R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C◆ and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the C▼ button at exactly the same time (also on Controller 2), you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—GODLY
All weapons—LOADED
Unlimited ammo—SORTED
Fast run—SONIC
Pen and ink mode—SKETCNY
All missions—SKIPPY

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R**, C◆, **Right**, **Up**, **A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

MMLVSRM—Max Ammo
NSRLS—All weapons
DRVLLVSMM—Mini mode
PLSTRLVSVG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier

Level Passwords

Spy Blue—TRGNTR
Rathroom—TDRWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRFPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdown—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Play as Vikki—GRNGRLRX
Play as Plastro—PLSTRLVSVG
Tin Soldier—TNMN
Mini Mode—DRVLLVSMM
All Weapons—GBZRK
Max Ammo—SLGFST

Level Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—FLLNGDWN
Fridge—GTMLK
Freezer—CHLLBR
Inside Wall—CLSNGN
Graveyard—DGTHS
Castle—FRNKNSTN
Tan Base—BDBZ
Revenge—LRRCK
Desk—DSKJR
Red—GTSLP
Town—SMLLVLL
Cashier—CHRGT
Train—NTRRT
Rockets—RDGLR
Pool—FSTNLS
Pinball—WHSWZRD

BANJO-TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the lesters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

CHEATOSREHTAEF—This code has the same effect as Cheato's "FEATHERS" code, it doubles the maximum amount of feathers that you can carry.
CHEATOSGGE—This code has the same effect as Cheato's "EGGS" code; it doubles the maximum amount of eggs that you can carry.
CNEATOFOORPLLAF—This code has the same effect as Cheato's "FALLPROOF" code, it allows you to fall from any height without losing energy.
CHEATOKCARYENOH—This code has the same effect as Cheato's "HONEYBACK" code, it causes your energy meter to slowly regenerate.
CHEATOXOREKUJ—This code has the same effect as Cheato's "JUKEBOX" code, it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.
CHEATOYGGIJTEG—This code has the same effect as Madame Grunty's "GETJIGGY" code, it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.
CNEATOSUPERRANJO—With this code in place, both Ranjo and Kazooie will run much faster.
CHEATOSUPERRADDY—Activate this code to make the game more challenging by speeding up all of the enemies.
CHEATONONEYKING—Enter this cheat to completely disable the honeycomb meter and air meter, now you're invincible and can stay underwater or in toxic areas for as long as you want.
CHEATONESTKING—This cheat gives you unlimited eggs and feathers; your inventory will show that you have "LOTS" of every type.
CHEATOJIGGYWIGGYSPECIAL—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.
CNEATOGNIMOH—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

CHEATOCASTLIST—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots, it also will not register if you have already entered the following code.
CNEATOPLAYITAGAINSON—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

ALLDLAKES—All lakes available
ALLDCASH—Extra money
ALLDFISH—Extra fish in live well
RAGDSNAGS—No snags while fishing
HEADADRIGA—Fisherman has a big head
HYPERROAT—Faster boat
WHATADRAG—Slower boat
RURADURDUB—Boat becomes a bathtub
IWINIWIN—Win tournament
NOPENALTY—No penalty for changing lures during tournement
SUPERSTRING—Unbreakable line
HAPPYFISH—More active fish
MONDOFISH—Bigger fish
FISHMAN—All fish have Al Lindner's head
WHEREDFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed.
SUPERLURE—Adds the "Super Lure" to your inventory
SILLYSOUND—Silly sound effects

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.

Free buildings—Hold **Z**, press **A**, **B**, **A**, **R**
Free satellite—Hold **Z**, press **B**, C◆, C▼, **A**
Infinite ammo—Hold **Z**, press **L**, **R**, **L**, **R**
Infinite armor—Hold **Z**, press **Up**, **Right**, **Down**, **Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press C◆, C▶, C▼, C◀, **START**

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!" Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race, the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen, you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter, if you're not fast enough, it won't work.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear, it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting, turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press **R**, **A**, **R**, **R**, **A**, C◆, **Up**, **Down**, **A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**, a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

ROVRILRULLETHOLE—Start game with 50 lives
WELDERSRENCH—Unlock all chapters
WELLYTOP—Unlock Conker in Multiplayer mode
EASTEREGGSRUS—Unlock Neo Conker in Multiplayer mode
RILLYMILLROUNDAROUT—Unlock Gregg the Grim Reaper in Multiplayer mode
CHINDITVICTORY—Unlock Weasel Henchmen in Multiplayer mode
EATROX—Unlock Cavemen in Multiplayer mode
RUSTYSNERIFFSRADGE—Unlock Seargeant and Tediz Leader in Multiplayer mode
BEEFCURTAINS—Unlock Villager and Zombies in Multiplayer mode



...to-know... you have ... at Maximo? He can ... keys that are visible ... code! You can hold ... That way you'll ... many keys you have b... for hand. Since all locks only require one key, it isn't a problem!

T&T: *In 3-D action/platform games, one of the more critical elements seems to be camera implementation. Did you guys examine such implementations in other games during development? What are some examples of camera issues that you feel Maximo has successfully resolved or addressed? What are some other camera issues that you would like to have resolved but were not able to for whatever reason?*

S.H.: We looked at all the successful competitive game cameras and some of the not-so-successful ones. It's the biggest hurdle for a team to get over. If you don't have a great camera, ultimately you won't have a great game. The speed of the camera's swing around, I think, is well done in *Maximo*. Too slow and the player will get plastered by mechanics and enemies they can't see; too fast and you end up disoriented...or worse, losing your lunch! Our camera is pretty flexible and you don't "notice" it as much as you do in other 3-D games. In fact, we even added the "creepy-cam" feature to draw more attention back to it! I would have liked to have used the in-game cutscene system more in the final game. There's always *Maximo 2*!



Yoshi Hatano, Lead Programmer

T&T: *What was the most difficult technical aspect of working on Maximo?*

DUTCHOVENS—Start with frying pan in the Race Multiplayer game
DRACULASTEABAGS—Start with baseball bat in the Race Multiplayer game

CYBERTIGER

Unlock Characters & Courses
From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next from the "Golfers" screen press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.
Unlock alternate Lilliger—Prodigy
Unlock Marvin the alien—Ufo
Unlock Kimmi—Rapper
Unlock Starr—Retro
Unlock Festus—Golddgr
Unlock Delvis—Delvis
Unlock Cindy—Instyle
Unlock Bobby—Brat
Unlock Twfan—Cybertw
Unlock Eagamer—Willi
Unlock Robert—Ice
Unlock Bengal—Tigerrrr
Unlock Traci—Safari
Unlock Volcano course—Sthelens

DAIKATANA

Secret Codes
Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.
Start with all weapons—C◀, C▼, C▶, C▲, Z, L, R, C◀, C▼, C▶, C▲
Unlock all levels—C▲, C▶, C▼, C◀, R, L, X, C▲, C▶, C▼, C◀

DARK RIFT

Fight Demitron
At the title screen—when the words "PRESS START" are flashing—press **Up, C▲, R, Right, Down, B, B, B, C▲** to warp to a one-player Demitron vs. Demitron battle.
Boss Codes
At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters.
Sonork—**L, R, C▲, C▼, C◀, C▶**
Demitron—**A, B, R, L, C▼, C▲**
You'll hear a laugh to confirm each code. Now you can choose the bosses at the fighter select screen.

DEADLY ARTS

Secret Characters
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick.
Gouriki—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**
Reiji—**A, B, Right, Left, Right, Left, Down, Down, Up, Up**
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick
To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.
Play as TT
To play as TT, you must race on each course in Time Trial mode until TT comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small TT icon will appear when you select that track in Time Trial mode. When you beat TT and earn this T.T. symbol in every single track, TT will appear as a playable character.
Magic Codes
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode, the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINS—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password
Enter the following password to start on Level 1 with all of the weapons in the game:
?TJL BDFW BFGV JVVB
With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

DUKE NUKEM 64

Cheat Codes
(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu).
• Invincibility On/Off—Press the **R** button seven times, then press **Left**.
• Monsters On/Off—Press **L, C◀, Left, R, C▶, Right, Left, Left**.
• All Items On/Off—Press **R, C▶, Right, L, C◀, Left, C▶, Right**.
• Level Select—Press **L, L, L, C▶, Right, Left, Left, C▼**.
With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes
Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.
First Person Mode—**Down, Down, A, Z, Z, Left, A**
Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**
Start with infinite ammo: 30-30—**C◀, C▼, C◀, C▶, L, R**
Start with infinite ammo Freezer—**Down, Up, A, L, R, Z**
Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**
Extra Multiplayer Characters Group 2—**B, A, A, R, L**
Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**
Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**
Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**
Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes
From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly, the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below.
Invincibility—MOWER
Transparent riders—XLURIDER
Debug mode—IMGOINGNOW
Odd color mode—ROTCOLS
All stunts unlocked—TRICKSTER
Big head mode—BLAHBLAH
Invisible riders—INVISRIDER
Mirror mode—YADAYADA
Night mode—MIDNIGHT
Stunt bonuses—SHOWOFF
Pinhead mode—PINHEAD
Play Hill Climb backwards—WHEEEEEEEE
"Beat This!" enabled—PATWELLS
See team photo during "Credits" sequence—UGLYMUGS

F-1 WORLD GRAND PRIX

Secret Codes
Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice, the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed.
• Enter "MUSEUM" as the driver's last name, then exit to the title screen, you'll find a new option called "Gallery".
• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code
At the "Select Mode" screen, press **L, Z, R, C◀, C▼, C▶, C▲, START**; you'll hear a signal to confirm. Now the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.
Shrink Vehicles
At the "Select Machine" screen, press **L + R + C◀ + C▼**; all of the vehicles will shrink.

FOX SPORTS COLLEGE HOOPS '99

Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects.
NOGGIN—Big head mode
GHOST—Ghost mode
Z-WOOD—Z-Axis basketball court
TEAM-Z—Z Axis team
NOFANS—Dark background, improved frame rate
TRAILS—"Trippy" ball effect
BUZZZ—No shot clock
THIRTY—60 second game
HOMIE—Home team is favored
MONKEY—Alternate sound effects

GLOVER

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons.
Level select—C◀, C▲, C▶, C▼, C◀, C▶, C▲, C▶
Open portals—C◀, C▶, C▶, C▼, C◀, C▼, C◀, C▶
Open levels—C▼, C▶, C◀, C◀, C◀, C▼, C▶, C▼
Locate Garibs—C◀, C◀, C▶, C▼, C◀, C◀, C▼, C◀
Call ball—C◀, C◀, C▼, C◀, C▶, C◀, C▼, C◀
Checkpoints—C▼, C▼, C▶, C◀, C▼, C◀, C▼, C◀
Infinite lives—C◀, C◀, C◀, C◀, C◀, C▶, C▼, C▶
Powerball—C◀, C▼, C◀, C▼, C◀, C▼, C◀, C▼
Control ball—C◀, C▶, C◀, C▼, C◀, C▼, C▶, C▶
Infinite energy—C▶, C▶, C▼, C▶, C▶, C▶, C◀, C▼
Enemy ball—C◀, C▼, C◀, C▶, C◀, C◀, C◀, C▼
Low gravity—C◀, C◀, C◀, C◀, C▶, C▶, C◀, C◀
Big ball—C▼, C▼, C◀, C▼, C▼, C◀, C▶, C▼
Fisheye—C◀, C▶, C▼, C▶, C◀, C▶, C◀, C▶
Mad Garibs—C▼, C▶, C▼, C◀, C◀, C▼, C◀, C◀
Death spell—C◀, C◀, C◀, C◀, C◀, C◀, C▶, C◀
Frog spell—C▼, C◀, C▼, C▼, C▶, C▼, C◀, C◀
Hercules—C▼, C▼, C▼, C◀, C◀, C▼, C▶, C▼
Speed up—C◀, C◀, C▶, C◀, C▶, C◀, C▼, C▼
Boomerang ball—C▶, C◀, C◀, C◀, C◀, C◀, C◀, C▼
Vanish ball—C▼, C▼, C◀, C◀, C◀, C◀, C▼, C◀
Froggy—C◀, C▶, C▼, C▶, C◀, C◀, C▶, C◀
Secret cheat—C▼, C▼, C▼, C▶, C▼, C▼, C▶, C▶
All cheats off—C▼, C▼, C▶, C▼, C◀, C▼, C▶, C◀

Y.H.: This is the first PlayStation 2 title developed at Capcom Digital Studios. We needed to find out the best way to use several processors of the PS2 to maximize the performance within 60 "frames per second."

T.T.: *What other game projects have you worked on? What are some ways in which programming for new hardware like the PS2 is different from that of older generations?*
Y.H.: *Final Fight Revenge* for the Saturn, and many Konami coin-op games such as *Lethal Enforcers I* and *2*, *Rollergames*, *Bottom of the Ninth*, *Devastators*, *The Main Event*, *Yie Ar Kung Fu*, *Rush 'n Attack*, *Life Force* and *Double Dribble*. The PS2 has multiple processors with a 128-bit bus and flexible DMA (direct memory access) control, but that flexibility can make it hard to program. If you want real power from the hardware...

T.T.: *For a game like Maximo, how do you divide your time between implementing different parts of the game such as graphics, player interaction, sound, etc.? Do some of these elements require more attention than the rest?*
Y.H.: Our programming team is very small. We have five programmers: one tool programmer and four engine programmers. Each person worked on sound, graphics, camera, player animation and physics along with AI script... They are very talented.



Jonathan Cacco, Lead Artist

T.T.: *Please explain some of the difficulties and challenges in turning Susumu Matsushita's character designs into 3-D models. Are there any elements that are particularly hard or easy to deal with during this process?*
J.C.: I find simple things such as the hairstyle of the characters to be difficult to create at times. If the hair is long and not tied, then making look and animate naturally in the game proves to be a challenge. A higher number of polygons or special attention to the physics of the hair animation may be required...

GOLDENEYE 007

Note Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay A message will appear in the lower left corner of the screen after entering a correct code

• Invincibility

1) Hold L and press Down
2) Hold R and press C▶
3) Hold R and press C◀
4) Hold L and press Right
5) Hold L and press C▼
6) Hold R and press C◀
7) Hold L and press Right
8) Hold R and press Down
9) Hold L and press Left
10) Hold L + R and press C▶

• All Guns

1) Hold L + R and press Down
2) Hold L and press C▼
3) Hold L and press C▼
4) Hold L + R and press C▲
5) Hold L and press Down
6) Hold L and press C▼
7) Hold R and press C▲
8) Hold L + R and press C▶
9) Hold R and press Up
10) Hold L and press C▲

• Maximum Ammo

1) Hold L + R and press C▶
2) Hold R and press Up
3) Hold R and press Down
4) Hold R and press Down
5) Hold L + R and press C▶
6) Hold L + R and press Left
7) Hold R and press Down
8) Hold R and press Up
9) Hold L + R and press C▶
10) Hold R and press Left

• Invisibility

1) Hold R and press C▲
2) Hold L + R and press C▲
3) Hold L + R and press Left
4) Hold L + R and press Up
5) Hold R and press Up
6) Hold L and press C▲
7) Hold R and press C◀
8) Hold L and press C▼
9) Hold L + R and press Left
10) Hold R and press Right

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen

1) Hold L + R and press C▲
2) Hold L and press C◀
3) Hold L + R and press Left
4) Hold L and press Right
5) Hold R and press Down
6) Hold L + R and press C▲
7) Hold L and press C◀
8) Hold L and press Right
9) Hold L + R and press C▼
10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough Note that you can only have ONE of these codes active at any time

Race at night—C◀, C◀, C▼, C▼, C◀, C▶, C▶, C▶

Mirror mode—Z, R, Z, Z, R, Z, Z, Z

Unlimited Turbos—C▶, Z, C◀, C▼, R, C◀, Z, C▶

Transparent vehicles—C◀, Z, Z, C◀, C◀, R, C▼, C◀

Transparent scenery—C◀, Z, C▼, C◀, C◀, Z, C▼, C◀

Passwords

Highlight "Sign In" at the main menu and press Left or Right to access the Password option Enter any of the following passwords to unlock different features

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu Use the D-pad or joystick and the A button to enter any of the following codes, you should hear a signal when you press START to confirm each code Once a code is in place, you can turn its effects on or off by pressing START during the game, you'll find a "Cheat Menu" option at the "Paused" menu

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYHEADS—Unlocks all but one of the secret characters

GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)

ICEPRINCESS—"Ice Mode" (all tracks are slippery)

GOBABY—Gives you a maxed-out turbo meter

2TIMES—2X Turbo Mode (turbo boosts last twice as long)

NONSTOP—"Roll Mode" (constant turbo)

SWOPSHOP—Randomly switches the characters accessories (hair, glasses, spikes, etc.)

ROLFHARRIS—Activates the black & white "Pencil Sketch" mode

2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode"

TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

BOMBERBALL—Just bombs

1HITWONDERS—Activates "Sudden Death" mode

IMALLOUT—No weapons

NOGOODIE—Bomb pickups

SIOOTSHOT—Blue Balls

OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows You'll hear a camera shutter sound effect after entering a correct code

F O R G E O F F—Unlock all levels

R E A L H A R D—Harder difficulty

C H E E S E ! !—View development team photo

A B S P A N N—Watch ending credits

M U C K E—Unlock "Concert Hall" within the "Museum" item in the Options menu

A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly You may press START at any time while in the gallery to return to the game

All Gold Cup cars—Y O U _ D A _ M A N

Gallery—W O O D Y _ C O O K I E S

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press L, C◀, L, C◀, L, C▼, C◀, C▼ If you input the code correctly, a cheats menu will immediately appear

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline) When this appears, press Z, A, R, Z, A, B You'll hear a laugh to confirm the code Now Gargos is a playable character in all game modes except "Training" and "Focused Training"

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues, instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings

More Bonus Options

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm Now access the Options menu and you'll see that the extra Level 1 through Level 5 options are available

See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R You'll jump immediately to the game's ending credits sequence

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows

Castle Stage—Hold Up and press B
Jungle Stage—Hold Up and press C◀
Spaceship Stage—Hold Up and press C▲
Stonehenge Stage—Hold Up and press A
Museum Stage—Hold Up and press C▼
Helipad Stage—Hold Up and press C▶
Bridge Stage—Hold Down and press B
Dungeon Stage—Hold Down and press C◀
Street Stage—Hold Down and press C▲
Dojo Stage—Hold Down and press A
Spinal Ship Stage—Hold Down and press C▼

The player who chooses his or her character first gets to pick the stage this way Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows

Sabrewulf Tune—Hold Up and press B
Maya Tune—Hold Up and press C◀
Glacius Tune—Hold Up and press C▲
Tusk Tune—Hold Up and press A
Fulgore Tune—Hold Up and press C▼
Orchid Tune—Hold Up and press C▶
Jago Tune—Hold Down and press B
Gargos Tune—Hold Down and press C◀
T.J. Combo Tune—Hold Down and press C▲
Kim Tune—Hold Down and press A
Spinal Tune—Hold Down and press C▼

Secret Stage

In two player mode, have both players choose their fighters by holding Down and pressing C▼, you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press START to pause and press C▶ C▼ C◀, C▲, C▼ You'll hear a bell ring five times quickly When you unpause the game, the boxers' gloves will be bigger

Big Head Mode

In the middle of a game, press START to pause and press C▲, C▶, C◀, C▼, C▶ You'll hear a bell ring five times quickly When you unpause the game, the boxers' heads will be bigger

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes not the analog joystick

Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again

Disco Court

At any time during the game, press A, C◀, Down, Up, C▼, R, R, B, C▶, C▶, Z on Controller 1 The stadium will change into a disco, complete with mirrored ball sparkles and colored light panels on the floor To return the graphics to normal, just enter the code again

Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press START or A When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties

Tiny Players

At the main menu, press C▶, C▶, B, R, R, C▼ Up, Down, C◀, A, Z Now when you start a game, the players will be tiny

Alien Team

At the main menu, press C◀, C▼, C◀, C▶, START, START, A, B, A, R, Z Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press START to pause When the "Options" screen appears, hold Z and press R, B, A, B, A, C◀, C▼, C◀, C▶, C◀, C▼, C◀, C▶ A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen Note If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again, this should clear up the problem

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos

Play as Ned the Janitor

Enter this code at the character select screen

1) Highlight Koyasha and press START
2) Highlight the Executioner and press START
3) Highlight Lord Deimos and press START
4) Highlight Xiao Long and press Quick (A or B in the default control configuration)

Bunny Slippers

Enter the following code at the character-select screen

1) Highlight Ragnar and press START
2) Highlight Dregan and press START
3) Highlight Koyasha and press START

Now choose any character as usual When the fight begins, both characters will be wearing pink bunny slippers

if the hair has a lot of volume and is very long. As you may know, it's very important to maintain the polygon count below a reasonable level—especially in real-time 3-D action games—for the sake of the frame rate. Short hair and ponytails infinitely fix a lot of the problems you may encounter in 3-D character art, and that's why I think we do this often in other products of mine. When creating 3-D characters/models from 2-D character concept art, some additional modifications to the models may be required in order for the characters to perform what they have been designed to do within the game. What looks cool on paper may not really allow enough flexibility or practicality in the game in its 3-D form. Therefore, we may need to alter things like the proportions of the limbs or even the type of weapon the character is using.

T&T: What kind of different media were used to create the textures and models in Maximo? Were software applications used exclusively or was there any use of more traditional media (other than in the creation of concept art)?

J.C.: During the pre-production phase, most of the environments and characters were created with drawing pens and pencils on paper. Several objects and scenes were born directly from the computer using *Photoshop* and *PowerAnim* for modeling tools. Some environments were modeled out of clay by our senior designer to help the artists realize the look and depth of the levels within the game. We took photos of trees, clouds and other miscellaneous objects and used these as reference to help create the textures. A life-size Maximo sword was also created out of wood by our senior designer; we would swing it around the studio for fun, but it was also used as a tool of reference in the development of Maximo's animation.

Switch Faces
Enter this code at the character select screen.
1) Highlight Al Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namire and press **START**.
Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MARIO GOLF

Code Entry Screen
At the main menu, hold **L + R** (or **Z + R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:
0 E Q S 6 1 G 2—1st Camp, Hyrule Cup
S V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode, it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks
If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.
Course Ghosts
• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 to beat him.
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a time of less than 2'38"00 to beat her.

MARIO TENNIS

Secret Ring Tournaments
From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:
Blockbuster Cup—A R M G J Q A R U
Bowser Cup—N 2 4 K B Q N 2 P
Donkey Kong Cup—M M S 5 M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W 5 K Q A 3 C
MarioTennis.com Cup—4 B H W O R 4 8 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 8 J R L A R
Wario Cup—U O U F M P U O M

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again.
Slow down computer cars—C▶, C◀, C▼, C▲, C◀, C▼
Super speed—C▼, C▶, C▼, C◀, C▼, C▲, C▼, C▼
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down,** C▼, C▲, C▶, C◀, C▲. With the Debug code in place, the following options become available:
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode.
• Hold **Z** and move the **D**-pad to tilt or rotate the camera angle.
• Hold **Z** and press **L** or **R** to zoom in or out.
• Hold **Z** and press C◀ to have the computer control your car.
• Hold **Z** and press C▼ to end the race with you in first place!
"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects, you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy, enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen, you'll hear Ethan speak each time you enter a code properly:
• Turbo Mode—C◀, Z, C◀, Z, C◀
• Big Feet Mode—C▼, R, Z, C▶, C◀
• Kids Mode—C▼, C◀, R, L, Z
• Start with Uzi Sub Machine Gun—C▶, C◀, C▶, C▼, R
• Start with Mini Rocket Launcher—**R, L,** C◀, C▶, C▼
• Start with 9mm High Power Gun—**R, L,** C▶, C◀, C◀
• Start with 7.65 Silenced Pistol—C◀, **L,** C▶, C◀, C◀

MONSTER TRUCK MADNESS 64

Passwords
Enter the following passwords at the "codes" screen from the main menu:
B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P B M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold **Run + Block** (C◀ + C▼ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.
Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press **Run + Block** simultaneously.
• Goro—Highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight Shinnok and press **Run + Block** simultaneously.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game
Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch. Sub-Zero will punch his opponent's head off.

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C▶, C◀, **A, B,** C▼, C◀, C▶. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.
Play as Motaro
Choose any character, hold **High Kick + Low Kick** and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.
Play as Shao Kahn
Choose any character, hold **High Punch + Low Punch** and point the **D** pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.
Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.
Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.
Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button, if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.
Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.
Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches.
Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.
Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press **High Punch, Low Punch** (that's C▼, **B, A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.
Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press **High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch, Low Punch** (that's C◀, C▶, C▼, **A, B, B, B, A, A** in the default control configuration.) You'll hear a voice say "Ow uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer, set one-round matches and more.

NAGANO WINTER OLYMPICS '98

Repeat Ending
When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

NASCAR 99

Secret Drivers
Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, **L, R, L, R, Z, Z**.
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, **L, R, L, R, L, R**.
• To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
• To race as Benny Persons, select the Richmond track, highlight "Select Car" and quickly press C◀, C▶, C▼, C◀, **Z, Z, Z, L, Z, Z**.
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▼, C◀, C▶, C◀, C▶, **L, R**.
Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams
At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + C◀ at exactly the same moment. At the Team Select Screen, three special teams will become selectable.
Secret Room Codes
At the main menu, press C◀ and C▼ simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.
Big Heads (Away team only)—C◀, C◀, C▼, C◀, C▶, A
Big Heads (Home team only)—C◀, C◀, C▼, A
Big Heads (Both teams)—C◀, C◀, C▼, C▶, C▼, A
Long Necks (Both teams)—C◀, C◀, C▼, C◀, C▼, A
Small Players (Away team only)—C◀, C▶, A
Small Players (Home team only)—C◀, C▼, A
Small Players (Both teams)—C◀, C▶, C▼, A
Secret Player Codes
At the "Team Select" screen, press C◀ seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C◀ the seventh time. Then, press C▼ the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing **Z** and then entering in another code. For example, if you went the home team to be made up of all Kobe Bryants and the away team to be made up of all Minoru Arakawas, press C◀ seven times, C▼ three times, **Z**, C◀ seven times, C▼ ten times.
Kobe Bryant—3
Ken Griffay Jr—4, 19
Random NBA Player—5
Minoru Arakawa—10
Chick Hearn—21
Stu Lantz—28

NBA HANGTIME

Vs. Screen Codes
Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams.
All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass
Big Head—Hold **Up**, press Turbo + Pass simultaneously
Rooftop Court—Hold **Left**, press Turbo, Turbo
ABA Ball—Hold **Right**, press Shoot, Turbo, Pass
Display Shot Percentage—Rotate the D-pad or joystick clockwise
Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.
Baby Sized Players—025
No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max Blocking—616
Quick Hands—709
Max Power—802
Goaltending Allowed—937

NBA JAM 99

Secret Codes
During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):
Large players—**L, L,** C▶, **L, L,** C▶, **L, L,** C▶, **Z**
Tiny players—**L, L,** C◀, **L, L,** C◀, **L, L,** C◀, **Z**
Enable full-court dunks—**L, L,** C▼, **L, L,** C▼, **L, L,** C▼, **Z**
Guarantee next shot—**L, L,** C◀, **L, L,** C◀, **L, L,** C◀, **Z**
Super push—**L, L, Up, L, L, Up, L, L, Up, Z**

Tie scores—L, L, Down, L, L, Down, L, L, Down, Z
Team on fire—L, L, Right, L, L, Right, L, L, Right, Z
Cancel all cheats—L, L, Left, L, L, Left, L, L, Left, Z

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

BEAR—1228
BENNY—0503
BOOMER—0604
CRUNCH—0503
GORILA—0314
HAWK—0322
HORNET—1105
RAPTOR—1020
ROCKY—0201
SASQUA—7785
SLY—6765
TURBO—1111
BIGGY—0958
CRISPY—2084
HORSE—1966
JACKO—1031
KERRI—0220
KERRI—1111
LIA—0712
LIA—1111
NIKKO—6665
OLDMAN—2001
PINTO—1966
RETRO—1970
SMALLS—0856
THEREF—7777
THEWIZ—1136

Secret Codes

At the match up screen just before the game starts—while the announcer is saying "Today's match up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press Up. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the code.

Show Shot %—0-0-1-Down
No Hotspots—2-0-1-Up
Show Hotspot—1-0-0-Down
ABA Ball—2-3-2-Right
Alternate Uniform—4-3-0-Right
Away Uniform—4-2-0-Right
Home Uniform—4-1-0-Right
Midway Uniform—4-0-1-Right
Team Uniform—4-0-0-Right
Big Heads—2-0-0-Right
Tiny Heads—4-4-0-Left
Tiny Players—3-4-5-Left
No Replays—3-3-1-Left
No Tip Off—4-4-4-Up
Tournament Mode—1-1-1-Down
Infinite Turbo—4-1-1-Up
No Player Arrows—3-2-1-Left

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—Up + Turbo
Right Team's Court—Down + Turbo
Street Court—Left + Turbo
Island Court—Right + Turbo
Midway Court—Up + Shoot + Pass
NBC Court—Down + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?" Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U" Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode, after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ SPECIAL EDITION

Secret Codes

At the "Vs." screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Infinite Turbo" code (5-1-4-Up) in the default control configuration, press Turbo five times, Jump once, Pass four times, then press Up. A message will appear to confirm each code.

5-1-4-Up—Infinite Turbo
3-1-2-Up—Powerup Offense
3-1-2-Left—Powerup Blocking
4-2-1-Up—Powerup Defense
1-2-3-Left—Super Field Goals
2-5-0-Left—Fast Passes
0-3-2-Left—Fast Turbo Running
2-3-3-Up—Power Up Teammates
4-3-3-Up—Invisible
0-1-0-Up—Late Hits
0-0-1-Right—Punt Hang Meter
0-0-1-Down—Show FG %
1-5-1-Up—No Punting
3-4-4-Up—No Interceptions
3-3-3-Up—QB/Receiver Cancel Always
3-2-1-Down—Target Receiver No Highlighting On
3-1-4-Down—Smart CPU Opponents (In 1-Player Game)
2-2-2-Left—Always QB (In 2P/4P Game)
2-2-2-Right—Always Receiver (In 2P/4P Game)
2-1-1-Left—Allow Stepping OB
5-2-1-Right—Show More Field
2-1-0-Up—No First Downs
1-0-0-Up—Use Team Plays
1-0-2-Right—Hide Receiver Name
0-5-0-Right—Big Football
2-0-0-Right—Big Head
0-4-0-Up—Huge Head
3-2-1-Left—No Head
1-2-3-Right—Headless Team
3-1-0-Right—Team Tiny Players
2-0-3-Right—Team Big Heads
1-1-1-Down—Tournament Mode (In a 2-Team Game)
5-5-5-Up—Hyper Blitz (Player 2 Must Agree)
0-1-2-Down—No CPU Assistance (Teams Must Agree)
0-2-1-Right—Show More Field (Teams Must Agree)
1-1-5-Left—No Play Selection (Teams Must Agree)
4-0-4-Left—Powerup Speed (Teams Must Agree)
4-2-3-Down—No Random Fumbles (Teams Must Agree)
5-5-5-Up—Hyper Blitz (Teams Must Agree)
0-3-0-Down—Fog On
5-2-5-Down—Weather: Snow
2-1-2-Left—Weather: Clear
3-0-0-Up—Grass Field
3-0-1-Up—Asphalt Field
3-0-2-Up—Dirt Field
3-0-3-Up—Astroturf Field
3-0-4-Up—Snow Field
5-0-1-Up—Qld Day Stadium
5-0-2-Left—Baseball Stadium
5-0-2-Up—Qld Night Stadium
5-0-3-Up—Qld Snow Stadium
5-0-4-Up—Round Stadium
5-0-4-Left—Dome Stadium
5-0-5-Left—Olympic Stadium
5-0-0-Left—Turn Off Stadium

NHL 99

Secret Codes

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay.

F A S T—Faster gameplay
B R A I N Y—Big head mode
B I G B I G—Giant players

NHL BREAKAWAY 98

Cheat Menu

At the main menu, quickly press C◀, C▶, C▲, C▼, R, R, you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

Secret Teams

At the Team Select screen in Exhibition mode, quickly press C◀, L, C◀, you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim, they're called New York, Salt Lake and Parts Unknown.

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C◀, C◀, C▶, C▶, C▲, C▲, C▼, C▼, R, you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.

NHL BREAKAWAY 99

Secret Codes

Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, C▼, C◀, C▶, C▲, C◀, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

POKEMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University

At the title screen, hold Z and press A, B, R, A, A, B, R, A. You'll hear a special sound effect after entering the code correctly.

Start from Lv. 50-99 in Marathon mode

At the title screen, hold Z and press B, A, L, L. You'll hear a special sound effect after entering the code correctly.

Unlock V-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold Z and press L, L, A, B. "V-Hard" will appear on the screen after entering the code correctly.

Unlock S-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold Z and press R, L, A, B. "S Hard" will appear on the screen after entering the code correctly.

Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Select" screen, hold Z and press B, Up, L, B, A, START, A, Up, R. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock all Trainers

When you start a two-player game, at the "Trainer Select" screen, hold Z + L + R on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu

Choose "Load" from the main menu, if you have a controller pak with *Quake* saves, press B to exit to the password screen, if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ", you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option, this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press B to exit to the password screen, if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see the effects.

S3T1 NF1N 1T3S HOTS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select

From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G 8 R Q" at the following screen and press A. A level select screen will appear.

255 Grenades

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep Z held down and in a few seconds your grenade stock will be 255.

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press START to pause the game, then press Right, Down, Right, Left, Right, Up, Right, Right. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

RESIDENT EVIL 2

Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C◀, C▼
Infinite Ammo—Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C▶, C◀
Play as Hunk—Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C▶, C▼, C◀
Play as Tofu—Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C◀, C▼, C▶

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, the fastest in the game.

ROCKET: ROBOT ON WHEELS

Secret Codes

During gameplay, press START to pause, then enter any of the codes below.

All vehicles—Up, Down, Z, R, Left, Up, Down, Left, Down, Down
Heavier rocket—Up, Right, Right, R, Right, R, Z, R, R, Up
Low friction—Up, R, R, Left, Z, Z, Down, Left, Up, Right
Low gravity—Z, R, Z, R, Down, R, R, Right, Right, R
Super Grab Field—Down, Left, Right, Z, Down, Right, Down, Down, Down, Left
Super Speed—Z, Right, Down, Up, Down, R, Up, Down, Left, Up

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes

At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter the following codes using the C buttons and the D-pad.

Infinite Courage Meter—Hold L and press C◀, C◀, C▼, C▲, C▼, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down
Skip to the Next Episode—Hold L and press C▲, C▼, C▲, C▼, Up, Down, Up, Down, Right, Left, Right, Left

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu.

SPIDER-MAN

Cheat Codes

From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes.

LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
TRUBLEVR—Unlock everything

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes

Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen.

L E C & F I V E—Unlock all levels
D R O I D E K A—Advanced shields
P A T H E T I C—Unlimited lives
O V E R L O A D—All power-ups
NASTYMDE—Makes the game more difficult
E W E R D E A D—Expert mode (one hit destroys your vehicle)
K O O L S T U F—Unlocks an "Art Gallery" option at the Showroom menu
W A K E U P—Unlock a "Concert Hall" option at the Showroom menu
T A L K T O M E—Enables an "audio commentary" soundtrack, you'll hear the developers talking about the game while you play

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the A button, if you hold Z and select letters with L, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to

hold Z as you highlight "END" and press L, the letters "OK" will appear in the corner of the screen if you've entered a code properly With this code in place, release Z and enter your initials. Next, start a race and press START to pause At the pause menu, press Left, Down, Right, Up on the D-pad, e new option called "Game Cheats" will appear At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race Also, if you set the "Debug Level" option to anything but 0, you can also use the following commends at any time during a rece

- Hold Up on the D-pad to fast-forward
- Hold Down on the D-pad to reverse at high speed
- Press Right on the D pad to self-destruct
- Hold Left on the D pad to make your vehicle invisible
- Hold Z + Left on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

CHICKEN—Access bonus level
DEADDACK—Unlocks all stages at the Select Level screen
DIRECTOR—Enables "Showroom" menu at the Options screen
FARMBOY—Unlock Millennium Falcon at the "Select Your Craft" screen
IGIVEUP—Infinite lives
ACE—Higher difficulty
KOELSCH—Changes the V-Wing into an automobile
MAESTRO—Enables the "Concert Hall" option at the "Showroom" menu
RADAR—Alternate redar
TOUGHGUY—Finish levels with 0 00 completion time, all friendly saves and bonuses collected
TIED UP—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Creft" screan and press Up to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu Enter the code "HALIFAX?" and select "Enter Code," then enter the code "!YNGW IE!" and select "Enter Code" again You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Creft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc —press C▲, C▼, C◀, C▶, you'll hear Clerk Kent say "This looks like a job for Superman!" to confirm the code Now you can enter the following codes at any time during the game

- To skip the current level, press START to pause the game, then press C▲, C▼
- To refill your energy meter, press START to pause the game, then press Z, R
- To refill your super-speed ability, press START to pause the game, then press R, Z
- To refill your freezing breath ability, press START to pause the game, then press Z, L
- To refill your heat vision ability, press START to pause the game, then press R, L
- For super punching ability, press START to pause the game, then press L, Z

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick) Left, Left, Right, Right, Up, Down, Left, Right, Up Up, Down, Down, Down, Down A new menu item, "Cheats" will appear After entering this menu, you can press Right and Left to cycle through the different lists of stages

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press START to pause the game, then hold down L and enter any of the codes below You'll see the text on the screen shake from left to right upon entering a correct code You may have to restart a game or back out to the main menu to see some codes' effects

Slow motion—Down, Down, C▲, C▶, Left
Fast motion—Right, Up, Down, Down, Up, Down
High speed—C▲, Left, C▼, C▼, Up, Down, Right
Add "Skip to Restart" menu item—C◀, C▶ C▼, Up, Down
10 point stats—C▲, C◀, Left, Up, C▼
13 point stats—C▲, C◀, Left, Up, Down
Score x10—Down, Right, Up, Right, Up, Left, C◀
Obtain all tapes—C▶, Left, Up, C◀, C▲ Right, Down, Up
Perfect balance—C▲, C▶, Left, C▶, Right, Up, Down
Girl's picture—C◀, C▼, C▶, C◀, C▼, C▶

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below You'll see the pause menu shake left to right briefly after entering a correct code

Infinite Special—Hold L and press C◀, C▼, C▲, Right, C▶, Right
Perfect balance—Hold L and press C▶, Right, Down, C◀, C▼, C▲ C▶, C◀
Low gravity—Hold L and press C▶, C◀, Up, C▼, Down, Right
Super low gravity—Hold L and press C▼, C◀ C▶, C◀, Up, C▼, Down, Right, C▼, C▶
10x points—Hold L and press C▼, C▼, C▼, C▼, C◀, C▶, Right
Unlock "Skip to Restart" option at the "Paused" menu—Hold L and press C◀, C▼, C▶, Down, C▲, C▲
Slow motion tricks—Hold L and press C▲, Down, Left, C◀, C▼, C▲, C▶
Simulation mode (more realistic physics)—Hold L and press Left, C▶, Right, Down, C▼, Up, Up
Improved stats—Hold L and press Down, Up, C▲, C◀, Down, Up, C▲

TOY STORY 2

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down You must use the analog joystick for the code to work You'll hear a special sound effect after correctly entering it When you start e new game, you'll be able to select any level

TUROK: DINOSAUR HUNTER

"The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK" This activates nearly all of the cheats in the game as well as allowing you to warp to any stage or "boss" battle

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheets" from the main menu, then enter any of the following codes for different effects Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off

UBERNOODLE—Big Head mode
HOLASTICKBOY—Stick mode
STOMPEM—Big Hands and Feet mode
PIPSQUEAK—Tiny mode
IGOTABFA—Pen and Ink mode
LIGHTSOUT—Blackout mode
FROOTSTRIPE—Fruity Stripe mode
WHATSATEXTUREMAP—No textures
HEEERESJUAN—"Juan's Cheat"
AAHGOO—"Zach Attack Cheat"
ONLYTHEBEST—Warp to credits
BEWAREOBLIVIONISATHAND—Unlocks all cheats

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Secrets " Then, select "Enter New Secret" at the screen that follows Here you may enter any of the passwords below Because the password system uses only images, here are the words we'll use to describe each of the password characters ere as follows, going left to right

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)
2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue)
3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Sneke (Red), Rabbit (White), Eagle (Green)

Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizerd (Blue), Rabbit (White)
All Weapons—Owl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Magenta), Owl (Yellow)
Unlimited Ammo—Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish (Green)
All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Orange), Wolf (Blue), Eagle (Green)

WAYNE GRETZKY'S 3D HOCKEY

Player Size Tricks

At the Options menu, hold the C▲, C◀ or C▼ button and press R, you'll see a line of numbers called "Specials" at the bottom of the screen The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C▼ button and press R until the first two digits of the "Specials" option are "10".
Huge Heads—Hold the C▼ button end press R until the first two digits of the "Specials" option are "01"
Tiny Heads—Hold the C▼ button and press R until the first two digits of the "Specials" option are "11"
Tiny Players—Hold the C◀ button and press R until the third digit of the "Specials" option is "1".
Giant Players—Hold the C◀ button end press R until the fourth digit of the "Specials" op tion is "1"
Short, Fat Players—Hold the C▲ button and press R until the fifth digit of the "Specials" option is "1"
Tall, Thin Players—Hold the C▲ button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined, for exemple, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials' option to "1101". Some of the codes also change the announcer's voice in a humorous way

Forfert Game

During a game, press START to pause, then access the Options screen Hold the L button and press C▲ nine times, the seventh digit of the "Specials ' option will be changed to "1" When you return to the game, you'll find that the game clock is at 0 00 and the score is 1-0 against you

Trade Players

At the Options screan, hold the L button and press C▼, C▼, C▲, C▲, C▼, C▼, C▲, C▶, C▼, the eighth digit of the "Specials" option will be chenged to "1" Now return to the main menu, choose "Records" and access the "Team Stats" option When the team stats appear, press the C▲ button ten times A secret "Modify Teams" menu will appear Use the D-ped or joystick to choose two teams to modify, then press A The roster of the first team appears on the left, press B to change the team on the right. Use Up or Down to highlight the name of the player you want to replace, use Left or Right to highlight the name of the player you want to replace him with Press A to make the substitution Press START to advance to the other team to modify, when you're finished (or if you just wanted to mess with one team) press START to return to the "Team Stats" screen

Frequent Fight Mode

At the Options screen, hold the L button and press C▲, C▲, C▼, C◀, C▶, C▶, C◀, C▶, C◀ The "Specials" option will appear with the ninth digit changed to "1" Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on" Also note that this code is automatically deactivated at the end of each period

Access Super Teams

At the Options screen, hold the L button and press C▶, C◀, C◀, C▶, C◀, C◀, C▶, C◀ C◀ The "Specials" option will appear with the tenth digit changed to "1" Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers"

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in *Wayne Gretzky's 3D Hockey '98* except for the "Trade Players" code (The ability to trade players is a standard option in the '98 edition, not a hidden feature) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

WCW BACKSTAGE ASSAULT

Secret Codes

Enter any of the following codes at the main menu

Extra stamina—R, R, B, R, R
Indestructible weapons—L, R, L, R, C◀, C◀
Fat female wrestlers—R, R, B, B, L, L
Goofy sound effects during gameplay—R, L, R, L, B, B

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen

PLYHDNGYS—Hidden wrestlers unlocked
CBCKRMS—Special area select
CHT4DBST—Quest cheat enabled
DPLGNGRS—Dopplegänger select enabled
NGGDYNLN—Test Case 1 unlocked
PLYNTRCLS C—Classic Nitro setting
PRNTMMNTM—Momentum print enabled
PRNTSTMN—Stamina print enabled
MKSPRCWS—Bionic created wrestlers
yKh#J$=JQLmFs—World War III
@KcXKF=W?j^pF—Starrcade
rJPmB6IfMIk$B—Superbrawl
td^pKRmZ-<yL—Halloween Havoc
MSKDLTLRY—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2JJhKXdJFm4kB—Uncensored PPV Mode unlocked
@JHkfy|BwfQQF—Spring Stampede

WINBACK

Codes

Enter these codes at the title screen You must enter each one quickly before the screen fades out You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly

Unlock Tnal mode—Up, Down, Down, Right, Right, Right, Left Left, Left, Left, hold C▼ and press START
Unlock Max Power Mode—L, C▶, C◀, C▶, C◀ C▼ C▲ C▼ C▲, L + START
Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C▲ and press START

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu, the screen will flash green to confirm proper code entry To deactivete a code, just enter it again

Unlock Piranha II team—Hold L + R + Z and press C▼ C▼, C▼, C▼, C▶, C▲, C◀
Unlock Velocitar track—Hold L + R + Z and press C◀, C▶, C▲ C▶, C◀
Power-up weapons—Hold L + R + Z and press C◀, C▶, C▼, C◀, C▶, C▼, C▲

In Game Codes

Each of these codes can be entered during e race, the screen will flash green to confirm proper code entry You can also enter these codes while the game is paused, if you do so, you won't see the green flash until you un pause To deactivate a code, just enter it again

Race doesn't end when timer expires—Hold L + R + Z and press C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼
Infinite shield energy—Hold L + R + Z and press C▲, C▼, C◀, C▶, C▲, C▼ C◀, C▶
Unlimited weapons—Hold L + R + Z and press C▼, C▼, C◀, C◀, C▶, C▶, C▲

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad You'll hear a special sound effect after entering it correctly Next, enter any of the following codes:

Unlock Despair—C◀, C▶, C◀, C▶
Unlock Bunny Despair—C◀, C▲, C▶, C▼
Let Xena battle Gabrielle in Quest mode—C◀, C◀, C◀, C◀
Unlock "Titan" difficulty level—C▲, C▶, C▲, C▼

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the D-pad, You'll hear a special sound effect after entering it correctly Next, enter any of the following codes.

Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump

ARMY MEN ADVANCE

Passwords

Q G Q N R T P C—All Levels Unlocked (Sarge)

N Q R D G T P B—All Levels Unlocked (Vikki)

BOXING FEVER

Passwords

Vs Boxor—H 7 6 4 9 D H S

Vs. Boxor II—2 G G 4 B H D 9

Vs. Boxor III—8 G 3 D 9 7 B 7

Vs. E Byclop—B 3 G 5 B 3 1 8

Vs. Byclop—G S 1 F F B B B

DEXTER'S LABORATORY: DEESASTER STRIKES!

Cheat Codes

At any time during the game, press **START**, then enter any of the following codes at the pause menu:

Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R**

Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**

Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, R, L, L, R**

Less damage—**L, R, R, R, R, L, L, L, R, L, L, L, L, L, R**

Robots are weak—**L, L, R, R, L, R, R, L, L, L, R, R, L, L, L**

One more try—**L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L**

Low gravity—**L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R**

Dexter-roo—**L, L, R, R, L, L, R, L, R, R, R, R, L, L, L, R**

Slippery floor—**L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R**

Slow enemies—**L, R, R, R, L, R, L, R, L, L, R, L, L, L, L, L**

Fast enemies—**L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L**

Strong enemies—**L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L**

Controls are reversed—**L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L**

DOOM

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work

Hold **L + R**, press **B, A, A, A, A, A, A**—Computer area map

Hold **L + R**, press **B, B, A, A, A, A, A, A**—Radiation shielding suit

Hold **L + R**, press **A, A, B, A, A, A, A**—God Mode

Hold **L + R**, press **A, B, B, A, A, A, A**—All weapons + refill ammo

Hold **L + R**, press **B, A, B, A, A, A, A**—Berzerk

Hold **L + R**, press **B, B, B, A, A, A, A**—Temporary invulnerability

Hold **L + R**, press **A, B, A, A, B, B, B, A**—Skip to next level

Hold **L + R**, press **A, B, A, A, B, B, A, A**—Skip ahead 10 levels

EARTHWORM JIM

Stage Select

At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark to go directly to another stage.

- **Right, R, B, A, L, L, A, R**—Skip to the next stage in order
- **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"
- **Up, L, Down, A, R, A**—Warp to "Down the Tubes"
- **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"
- **R, L, A, B, B, A, L, R**—Warp to "Level S"
- **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"
- **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"

ECKS VS. SEVER

Ecks Passwords

E X T R E M E—Mission 2

E X C I T E—Mission 3

E X C A V A T E—Mission 4

E X C A L I B U R—Mission S

E X T O R T—Mission 6

E X P I R E—Mission 7

E X A C T—Mission B

E X H A L E—Mission 9

E X H U M E—Mission 10

E X O N E R A T E—Mission 11

E X P E L—Mission 12

Sever Passwords

S E V E R E—Mission 2

S U R V I V E—Mission 3

S A V A N T—Mission 4

S U F F E R—Mission S

S U L P H E R—Mission 6

S E R V E—Mission 7

S E E T H E—Mission B

S E V E R A L—Mission 9

S E V E R A N C E—Mission 10

S A V A G E—Mission 11

S A C R O S A N C T—Mission 12

F-14 TOMCAT

Passwords

Mission 7—P X S B S Z N J

Mission 14—S F G F J H D H

Mission 20—L K F D S B P V

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermillion

At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

FIRE PRO WRESTLING

Unlock All Wrestlers

Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown.

- Change the nickname from "Fire Fighter" to "ALL"
- Change the first name from "FIRE PW" to "STYLE"
- Change the last name from "A" to "CLEAR"

Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes

Enter any of the following codes at the title screen:

- Hold **L + R + Up** and press **B** to watch the ending credits
- Hold **L + R + Right** and press **B** to unlock Extra 1 mode (go kart racing)
- Hold **L + R + Left** and press **B** to unlock Extra 2 mode (formula car racing)
- Hold **L + R**, point the D-pad in the **Down/Right** position and press **B** to unlock all tuning parts
- Hold **L + R**, point the D-pad in the **Up/Left** position and press **B** to unlock all cars
- Hold **L + R**, point the D-pad in the **Up/Right** position and press **B** to unlock all courses

Password

S/PD W1/H LBQ8 >VbB—Unlock all Championship Mode classes

IRIDION 3D

Stage Select

Enter the Password entry screen and enter the code *SH0WT1M3*. Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose

Quick Exit

Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

Picture Gallery

Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

MEN IN BLACK: THE SERIES

Cheat Passwords

L V F R V R D D—Invincibility

N F N T M M D D—Infinite ammo

L L W P N S D D—Have all weapons

Stage Passwords

F G H T R M N S—Episode Two: Forest Landing Site

H S D S H S B S—Episode Three: Alien Technology Lab

M X N M S N N G—Episode Four: Rocket Silo

T H X B X S C K—Episode Five: MIB Safe House

N N T N D W N Y—Episode Six: Halloween in Manhattan

MONSTERS, INC.

Passwords

Around the House—L R B 1 3 G

Don't Look Down—7 Q C Z B 9

NFL BLITZ 20-02

Secret Teams

At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**, you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

Cheat Codes

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time, so you must do it quickly if you want to use more than one.

4-3-2—Infinite Turbo

1-3-2—Ancient coliseum

2-2-S—Snow stadium

3-1-3—Shadow players

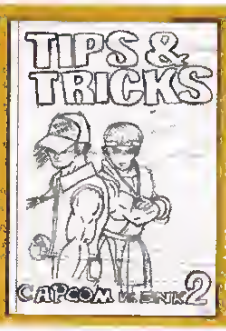
TIPS & TRICKS Reader Art Gallery



by Jacob Torchi
Wahiawa, HI



by Matthew Burch
San Jose, CA



by David Hernandez
Chicag, IL



by Jorge Velarde
Santa Ana, CA

PAC-MAN COLLECTION

Pac-Attack Puzzle Mode Passwords

S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press the B button repeatedly. Instead of being reduced by just one, you'll see the number of remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

Stage Select

At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.

Level Warp

With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.

Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; when you do so, you'll see the item counters jump to 99.

POWER RANGERS TIME FORCE

Password

Enter the password "8 Q S D" to start the game at the last boss.

RAYMAN ADVANCE

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**

Infinite Continues

At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter it correctly, the number of continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING ROUND 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

- Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L + R** simultaneously
- Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L + R** simultaneously
- Shaquille O'Neal—Highlight "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right**, then **L + R** simultaneously

RUGRATS CASTLE CAPERS

Password

Enter the password "J S J R J K S L X C F J" to begin the game with all six levels accessible.

SPIDER-MAN MYSTERIO'S MENACE

Password

Enter the password "J V 3 1 –" to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS SUPERSPONGE

Password

Enter the password "W M B T"; now you'll be able to select any level.

SPYRO: SEASON OF ICE

Stage Select

At the title screen—while the words "Press Start" are flashing—press **Down, Up, Down, Left, Right, Up, Left, Up, A**; you'll hear a chime to confirm the code. Now you can skip to any point in the game by highlighting the name of a stage in the Atlas and pressing A.

99 Lives

At the title screen—while the words "Press Start" are flashing—press **Left, Right, Right, Right, Down, Up, Right, Up, A**, you'll hear a chime to confirm the code. When you begin a new game, you'll have 99 lives.

STAR WARS: JEDI POWER BATTLES

Passwords

V C J 0 X Y K—Level Select for Mace Windu or Darth Maul
V H R 3 B F J—Level Select for Qui-Gon Jinn

TETRIS WORLDS

"Popular" Mode

Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

TONY HAWK'S PRO SKATER 2

Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

- Hold **R**, press **START, A, Down, B, A, Left, Left, A, Down**—Changes all of the game's blood and grinding "spark" effects to smiley faces (enter the code again to disable its effects)

"Paused" Menu Cheats

Press the **START** button at any time during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

- Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**—Unlock Spider-Man as a playable character
- Hold **R**, press **A, Left, Left, Up, Right, B, A, START**—Unlock Mindy as a playable character
- Hold **R**, press **A, START, A, Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game's levels
- Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)
- Hold **R**, press **Left, A, START, A, Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)
- Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

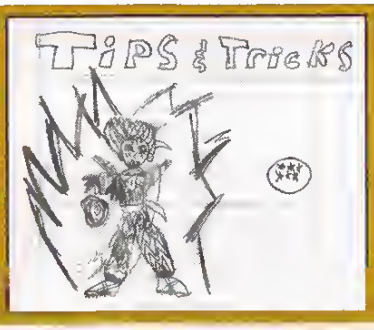
Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu:

- Hold **R**, press **B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left**—Unlocks all of the cheats at the Options menu
- Hold **R**, press **B, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)
- Hold **R**, press **Right, A, Down, B, A, START, Down, A, Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
- Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.



by Dana Solak, Eastpointe, MI



by Brett Brinkley, Tacoma, WA



by Fidelis Doh, Silver Spring, MD

Game Boy tips

102 DALMATIANS: PUPPIES TO THE RESCUE

Passwords

Garage—Bone, Bone, Paw, Tank
Cafeteria—Domino, Bone, Key, Paw
Cruella!—Toy, Bone, Bone, Bone

A BUG'S LIFE

Passwords

9 L K K—Level 2
B L 2 6—Bonus Level
5 P 9 K—Level 3
6 6 S 2—Level 4
B K K 2—Level 5
2 P L B—Level 6
6 S 6 2—Level 7
L S 9 B—Level 8

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W D R M S I G N—Zone 4
I N C D M I N G—Zone 5
P R D J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids* option on the main menu
C H E A T D N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

ATLANTIS: THE LOST EMPIRE

Stage Passwords

D C N C—Ulysses
X D K V—Cove Causeway
C F C S—Fire Trial
D H C V—Ice Trial
T J J T—Volcano Bed
J M F J—Atlantis Internal
Q N F S—Treachery

BATMAN: CHAOS IN GOTHAM

Passwords

Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batgirl, Batman

BLADE

Password

9 ? ! ! N ? B K T ? 5 ! G—Watch ending

BLASTER MASTER: ENEMY BELOW

Passwords

E 6 C A D C K F—Area 1
E 6 D 3 D 3 K G—Area 2
E 7 C 3 D 3 K H—Area 3
E 7 D 3 D 3 K I—Area 4
F 6 C 3 D 3 K Q—Area 5
F 6 D 3 D 3 K R—Area 6
F 7 D 3 D 3 K T—Area 8

BUFFY THE VAMPIRE SLAYER

Passwords

3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords

S T B X 4 R—Stage 5
L 4 B X 4 N—Stage 10
4 2 8 2 G 8—Stage 15
Hall Passwords
G H B 2 4 8—Stage 16
3 9 B V 4 ●—Stage 20
7 Y S V G T—Stage 25
V D S B G T—Stage 30
Basement Passwords
Z B S 2 4 C—Stage 31
F M X X G I—Stage 35
T J X V B K—Stage 40
D S L 2 B 6—Stage 45
Treasury Passwords
B C L V D J—Stage 46
? D L B B 9—Stage 50
R 3 L V D R—Stage 55
9 9 L B D H—Stage 60
Old Castle Password
6 Z L X D H—Stage 61

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select

Enter the password "B V V B B" to gain access to Planet Z and all of the preceding levels

CARMAGEDDON

Secret Password

Enter 0 Z 6 S Z D ♀ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage

COMMANDER KEEN

Cheat Passwords

B C D F - G H J K - L M N P - Q R S T—Infinite lives
T S R Q - P N M L - K J H G - F D C 8—Access to all missions

DEXTER'S LABORATORY: ROBOT RAMPAGE

Play As the Super Robot

At the title screen—while the words "Push Start" are flashing—press the A button and the B button ten times each, then press **SELECT**, you'll hear a sound to confirm the code. Now you can choose the Super Robot at the character-select screen

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press **SELECT** + **START** + **B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold **SELECT** + **B** and press **START**

GHOSTS 'N GOBLINS

Quest 1 Passwords

L ♥ K ♥ ♥ ♥ B L—Level 2
Q 0 M ♥ ♥ ♥ 1 H—Level 3
P S S ♥ 7 ♥ B 4—Level 4
T J R ♥ 7 ♥ 2 h—Level 5
J J T ♥ 7 ♥ 7 L—Level 6
K D C ♥ H ♥ S H—Final boss
Quest 2 Passwords
G N ♥ ♥ K 0 0 H—Level 1
G N 1 ♥ S 0 8 J—Level 2
X 4 3 ♥ S 0 M R—Level 3
L S S H 9 1 1 4—Level 4
D N 7 ♥ 9 3 ♥ 7—Level 5
X N 9 ♥ 9 3 3 3—Level 6
N B C ♥ K 4 0 N—Final boss

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu

HOT WHEELS STUNT TRACK DRIVER

Super Password

To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**

KLAX (Game Boy Color version)

Passwords

Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green allen, green allen, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies

THE LION KING: SIMBA'S MIGHTY ADVENTURE

Cheat Menu

At the title screen, press **Left, A, Right, Down, A, SELECT, SELECT**. A cheat menu will appear, allowing you to start with 99 lives, the amulet and more. Choose "Continue" at the cheat screen to access a level-select menu

M&M'S MINIS MADNESS

Passwords

The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!

Passwords

M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**, you'll hear a signal to confirm the code

Start Spy Hunter *with All Special Weapons*

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**, you'll hear a signal to confirm the code.

MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

Passwords

V B B C W B B B C X 9—Stage 3
4 B B C R B B B C X +—Stage 5
G H B F L B B B C X 9—Stage 6
Z Y B B H B C D F X 7—Stage 7
Q H B B N B C G Y X 5—Stage 8
B D V D B B C G Y X 7—Stage 9
D B B D Z B C G Y X +—Stage 10
X Z B F W B C G Y X 4—Stage 11
N + B D M B C 4 Y X 7—Stage 12
6 Y B B Q B B B C B F—See the ending (this password also unlocks a number of modes and courses)

THE MUMMY RETURNS

Passwords

From the main menu, select "Load Game" to enter the password input screen. Remember, all passwords read clockwise starting from the topmost letter on the screen. Hold A while entering it to see what you are doing
1 P W K 4 7—Break-in at the D'Connell Mansion
K 3 J 1 7 8—The Rescue
X 5 0 N 0 C—Bus Getaway
N 0 N 1 F 1—Canyon Chase
B 4 S 6 L 7—Arrival at the Oasis
1 4 4 W B 8—Into the Pyramid
R D V 0 1 1—Final Escape
6 4 P 5 1 T—Ending

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords

C B T H P M—The Case of Volcano Mystery
G M Q T C K—The Case of the Haunted Camp
L H D D Q J—The Case of the Fun House Mystery
M D G K M Q—The Case of the Hotel Who-Done-It

PITFALL: BEYOND THE JUNGLE

Passwords

S W N G R B T S—The Wilderness
F L T Y W T R S—Underground Caverns
G N G D W N—The Volcano
S L T H H R N G—The Prison 1
B N G D N S D—The Prison 2
S W P N G B L W—The Scourge

THE POWERPUFF GIRLS: BAD MOJO JOJO

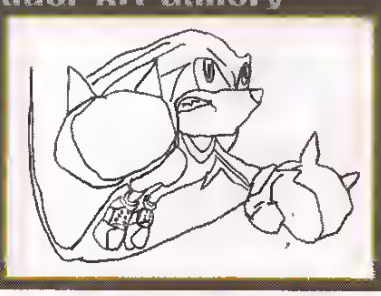
Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features
ANUBISHEAD (or TARGETGAME)—Unlock the "Professor Utonium" trading card
SNDWPDKE (or GAMESTDP)—Unlock the "Sara Bellum" trading card
ZORCH (or BESTBUYPWR)—Unlock the "Brick" trading card
DOGGIEDD (or EBWDRLD)—Unlock the "Rowdyruff Boys" trading card
FIZZAT (or SEARS)—Unlock the "Princess" trading card
TDYSTDWN (or CITYRULES)—Unlock the "Powerpuff Girls" trading card
RDACHCOACH—Unlock the "Roach Coach" trading card
TDYSRUSCDM—Unlock the "Volcano Mountain" trading card
TDWNSVILLE—Unlock the "Utonium Chateau" trading card
SEDUSA—Unlock the "Sedusa" trading card
GDGETBUTCH—Unlock the "Pokey Oaks School" secret level
DUSTBDDMER—Unlock the "Townsville Art Museum" secret level
CHERRY—Unlock the "Unlimited Red Chemical X" cheat
LICDRICE—Unlock the "Black Chemical X" cheat
IGDTWINGS—Unlock the "Unlimited Flight" cheat
DOGMODE—Unlock the "Unlimited Lives" cheat
GIRLPDWER—Unlock the "Unlimited Super Attack" cheat

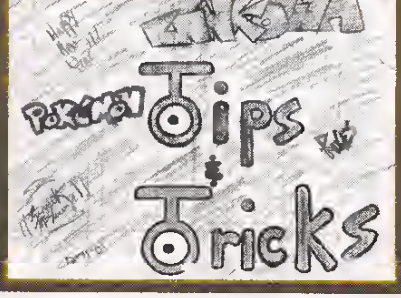
TIPS & TRICKS Reader Art Gallery



by Brandon Williams, Atlanta, GA



by Cameron Skip, Peace River, Alberta



by Kenneth McElveen Jr., San Antonio, TX

CHEMICALX—Unlock the "Buttercup Graphic" cheat
BOOGIEMAN—Unlock the "Bubbles Graphic" cheat
USESNIPS—Unlock the "Boomer Graphic" cheat
BESNAILS—Unlock the "Butch Graphic" cheat
TAILSRULE—Unlock the "Brick Graphic" cheat
BROCCOLOID—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS: BATTLE HIM

Secret Codes
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features
TOYSTOUGH (or TARGETPUFF)—Unlock the "Mayor" trading card
RUFFBOYS (or BIGBILLY)—Unlock the "Talking Dog" trading card
ICEBREATH (or BESTBUYHDQ)—Unlock the "Boomer" trading card
FLEETFEET (or GOTOSEARS)—Unlock the "Utonium Family" trading card
HOTLINE (or ELBO)—Unlock the "Boogleman" trading card
TALKINGDOG (or TOYSPOWER)—Unlock the "City of Townsville" trading card
MRSBELLUM (or RICHMONDVA)—Unlock the "Rainbow the Clown" trading card
MALPHS—Unlock the "Townsville Art Museum" trading card
PRINCESS—Unlock the "Townsville City Hall" trading card
POWERPUFF—Unlock the "Evil Cat" trading card
GOGETBUTCH—Unlock the "Townsville Skies" secret level
BEATBRICK—Unlock the "Utonium Chateau" secret level
CANDYAPPLE—Unlock the "Unlimited Red Chemical X" cheat
MIDNIGHT—Unlock the "Black Chemical X" cheat
JETFUEL—Unlock the "Unlimited Flight" cheat
UNDEAD—Unlock the "Unlimited Lives" cheat
PHONECARD—Unlock the "Unlimited Super Attack" cheat
MISSKEANE—Unlock the "Blossom Graphic" cheat
LUMPKINS—Unlock the "Buttercup Graphic" cheat
WANTSNIPS—Unlock the "Boomer Graphic" cheat
SNAILSIAM—Unlock the "Butch Graphic" cheat
ITOOKTAILS—Unlock the "Brick Graphic" cheat
MCCRACKEN—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS: PAINT THE TOWNSVILLE GREEN

Secret Codes
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features
TOYSCIENCE (or TARGETPOWR)—Unlock the "Little Arturo" trading card
TOYSMAGIC (or GRUBBER)—Unlock the "Grubber" trading card
SQUID (or BESTBUYPUF)—Unlock the "Snake" trading card
KABOOM (or EBSTORE)—Unlock the "Big Billy" trading card
FLEETFEET (or SEARSRULES)—Unlock the "Ms Keane" trading card
WUNK (or GOCIRCUIT)—Unlock the "Ace" trading card
ROWDYRUFFS—Unlock the "Butch" trading card
RZONE—Unlock the "Fuzzy Lumpkins" trading card
MOJOJOJO—Unlock the "Broccloid Emperor" trading card
AMOEBABOYS—Unlock the "Townsville Dump" trading card
BEATBRICK—Unlock the "Utonium Chateau" secret level
DUSTBOOMER—Unlock the "Bonsai Garden" secret level
RUBIES—Unlock the "Unlimited Red Chemical X" cheat
EBONY—Unlock the "Black Chemical X" cheat
IFLYINSKY—Unlock the "Unlimited Flight" cheat
QUICKENED—Unlock the "Unlimited Lives" cheat
POWERCALL—Unlock the "Unlimited Super Attack" cheat
POKEYOAKS—Unlock the "Blossom Graphic" cheat
UTONIUM—Unlock the "Bubbles Graphic" cheat
SNIPSFORME—Unlock the "Boomer Graphic" cheat
LIKESNAILS—Unlock the "Butch Graphic" cheat
GOTMETAILS—Unlock the "Brick Graphic" cheat
OCTIEVIL—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2
BILLHUDSON—Unlock all trading cards, cheats and secret levels

ROAD CHAMPS: BXS STUNT BIKING

Password
Q G F 7—Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR

Unlock All Levels
From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level
Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up**, Up, Up, Up, Up, Right, Down, Down, Right, Up, Up, Up, START
Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up**, Up, Up, Up, Up, Right, Up, Up, Up, Up, Right, Up, Up, Up, START
Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up**, Up, Up, Up, Up Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up START

SUGARTS: TIME TRAVELERS

Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
8 V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SHAMUS

Cheat Passwords
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve
S G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN

Password
Z P M H L C M R Q—Unlock all characters

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

Passwords
F W X C K J X G L W N—Flying Tonight
W S Q L S W R B N R F—Plan 9 From Outer Springfield
B X P G C F P Y J W B—Vlad All Over
N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—If I Only Had a Body
X Q R F J W R B T W P—King Homer

SNOOPY TENNIS

Password
W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)

Passwords
C L S S 1 2 8 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
? W Z 4 V C L N 4 W B 1 V ?—Mars
R S S N 3 Q J 7 8 ? G J M C—Jupiter
W S P Z M S 0 8 N ? H 8 N F—Saturn
C V 1 7 Q W K G J 3 X 8 R S—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

SPIDER-MAN (Game Boy Color version)

Passwords
From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G – F G N—Connors Lab

SPIDER-MAN 2: THE SINISTER SIX

Cheat Codes
Enter any of the following codes at the title screen
Unlock "Nightmare" difficulty level—**Up, Down, Right, A** (or **A, B, SELECT, Up, Right, Down**)
Play secret mini-game—**A, B, A, B, Down**
Infinite webbing—**Left, Down, B, Up**
Web kills enemies instead of immobilizing them—**Down, A, B, A, A**
Cheat Menu (includes stage select, infinite health and infinite webbing)—**B, A, Left, Down, Up, Right**

SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA

Cheat Code
Choose "Continue" from the main menu and enter "D3BVG-M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu, this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR WARS: YODA STORIES

Infinite Health
At the title screen, press **B, A, Left, Right, A**. You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled.

Stage Select
At the title screen, press **Up, Up, B, Down, A**. You won't hear a signal to confirm the code, but when you choose "New Game" at the main menu, a stage-select menu will appear.

TONY HAWK'S PRO SKATER 2

Passwords
B 5 8 L P T G B B B 8 V—All boards & levels unlocked
V I T E M B B B B V V—Start with Tony Hawk and $81,910

TOP GEAR POCKET

Password
Enter the password "Y Q X— % Z" to unlock all cars and earn gold trophies in all courses

WACKY RACES

Password
Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WWF BETRAYAL

Debug Mode Passwords
At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

WWF WRESTLEMANIA 2000

Championship Passwords
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D B—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN: MUTANT ACADEMY

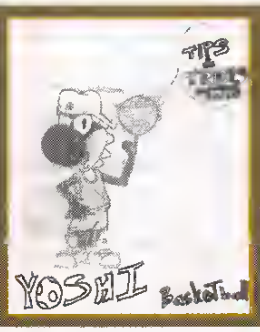
Unlock Phoenix
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly you'll see a special message appear.
Unlock Apocalypse
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly you'll see a special message appear.

X-MEN: WOLVERINE'S RAGE

Stage Skip
At the title screen—when the words "Press Start" appear—press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, B, A**, you'll hear a sound to confirm the code. Note: After you hear the sound, you must press **START** to advance to the main menu before the title screen fades or the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing **SELECT**.
Alternate Costume
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, you'll hear a sound to confirm. When you start the game, Wolverine will appear in the brown costume he wore in the comics during the '80s.

YARS' REVENGE

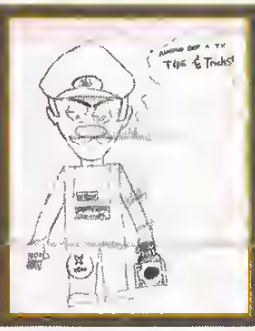
Password
Enter the passcode "O + O O" to start at any stage up to and including Level 240



by David Dushey, New York, NY



by Jamie Tan Pham, Westminster, CA



by Kyle Stover, Marion, IN



by Jessie Stover, Marion, IN

4X4 EVOLUTION
Start With $1,000,000
At any time during gameplay, plug a Dreamcast keyboard into port D. If a message appears, just press **START** to return to the race. Now type the word "goldfinger" on the keyboard and you'll hear a special sound effect. Next, type "givemamoneyordie" and you'll hear the same sound affect again. Finally, press **START** to pause the game, then select "Quit." Now when you start a new game in Career mode, you'll have $1,000,000.

AERO WINGS
Unlock Everything
Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.
Special Options
Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE
Unlock Everything!
At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound affect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

ALIEN FRONT ONLINE
Unlock All Stages
Input "%!2!?!!" as your name when the prompt appears. The second and last characters are a lowercase L, and the fourth and sixth characters are an uppercase I.

ARMY MEN: SARGE'S HEROES
Cheat Codes
Enter any of the following codes at the "Input Code" screen from the main menu:
JHNNBRZ—Infinite Health
BNGBNGBNG—Maximum ammo
MRCNHR—Play as Sarge
NMMNS—Play as Hoover
TNKKLLR—Play as Riff
NCMNG—Play as Shrap
BGGRNMN—Play as Thick
FRDCHCKN—Play as Scorch
GRMMRPR—Play as Gnmm
GRLPWR—Play as Vikki
TNVLLN—Play as Plastro
MDTRPR—Play as Bad Guy
HPPCMPR—Play as Nice Guy
SPRHR—Play as a Super Hero
LTTLLSS—Play as a Little Lass
DNSR—Play as a Dinosaur
PNKBNN—Play as a Pink Bunny
SKLL—Play as a Skeleton
BTTLN—All Characters
STLTHMD—Stealth Mode
FTHD—Fat Head
SLPHLLW—Headless
PNTHD—Peanut Head
VLSPRT—Evil Spirit
DSCMDNSS—Disco Madness
LNRGRVT—Lunar Gravity
RBNML—Fast speed
LVNGLRG—Giant player
SFFRMV—Unlock "Making Of" video
Level Codes
TRGHTR—Spy Blue
TDBWL—Bathroom
MSTRMN—Riff Mission
TLLTRS—Forest
SCRDCT—Hoover Mission
STPDMN—Thick Mission
BLZZRD—Snow Mission
SRFPNK—Shrap Mission
GNRLMN—Fort Plastro
HTTTRT—Scorch Mission
ZBTSRL—Showdown
HTKTTN—Sandbox
PTSPNS—Kitchen
HXMSTR—Living Room
VRCLN—The Way Home

BANGAI-O
Level Select
At the main menu, select "Start Game." Next, at the "Enter your initials" screen, press **Down, Down, Down, Down, Right, Down, Down, Down, Down, Right, Down, Down, Down, A**. Then select "Start Game" again. You'll now be able to select any level by pressing **Right** or **Left** at the following screen.
Secret Garden
First, enter the previous code. At the level select screen, select "Exit," then select "Game Options." Next, select "Done." A new options menu called "Secret Garden" will appear.

CRAZY TAXI
Use the Rickshaw Bike
At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
Next, press **A** to confirm your cabbie, you'll hear a bicycle ring if you entered the code correctly.
Another Day Mode
At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
Alternate Views and Speedometer
Plug a controller into port C, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:
• Press **Y** to switch the view to one of the "replay" type cameras like in the game's intro.
• Press **B** to switch the view to inside the driver's seat.
• Press **A** to return to the original view.
• Press **X** five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

CRAZY TAXI 2
Speedometer
You need a second controller plugged into Port C to enter the following codes. At any time during a game, hold **START** and press **Up** five times on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn the speedometer off, just hold **START** and press **Up** on Controller C again.
Alternate Camera Angles
Use the following button combinations on Controller C to change the camera angle at any time during the game:
• Hold **START** and press **X** on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold **START** and press **X** again to make the camera rotate counter-clockwise.
• Hold **START** and press **Y** on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing **Up** and **Down** on the D-pad on Controller C.
• Hold **START** and press **B** on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. With the latter view, you can use the D-pad on Controller C to switch between the following three views:
Left—Just behind the left front tire
Right—Just behind the right front tire
Up—Very low, right in front of the vehicle
• Hold **START** and press **A** on Controller C to return to the default view.
Blue Arrow
If you hold **START** and press **L** on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

DEAD OR ALIVE 2
Secret Demo Scene
First, change the "Your Age" setting in the "Others" screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the sequence so you'll have to wait a few minutes before it appears.

EXPENDABLE
Secret Codes
Enter each of the following codes during a game as follows. Press **START** to pause the game, input the code, then press **START** again to unpause. To access the level select, you must return to the main menu after entering the code.
1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

F355 CHALLENGE: PASSIONE ROSSA
Extra Courses
At the "Options" menu, hold down **X + Y**. When you do this, a new menu item, "Password" will appear. While still holding **X + Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.
CinqueValvole—Unlock Fiorano
LiebeFrauMilch—Unlock Nurburgring
Stars&Stripes—Unlock Laguna Seca
KualaLumpur—Unlock Sepang
DaysofThunder—Unlock Atlanta

FIGHTING FORCE 2
Stage Select
At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG
Rainy Weather
Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING
Unlock All Gallery Images & Stranger
From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GIGA WING 2
Unlock All Gallery Images and Secret Options
At the main menu, select "Gallery," then press **Up, X, Y, X, Down, Y, X, Y, Y**. If you entered the code correctly, you'll see all the gallery images appear immediately.

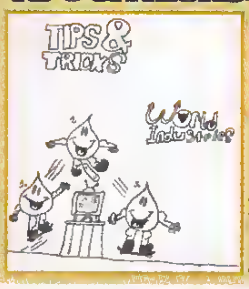
GRAND THEFT AUTO 2
Cheat Codes
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.
MUCHCASH—Start with $500,000
ULTIMATE—Start with $9,999,999
BIGGUNS—Start with all weapons
BIGCATS—Start with 99 lives
SESAME—Unlock all levels
INFINITY—Infinite anarchy
LAWLESS—No police
DBLWAMMY—Start with Infinite Double Damage power-up
SCOOBYDO—Start with infinite invisibility
BIGFRIES—Start with Stun Gun & infinite ammo
TOASTIES—Start with Flame Thrower & infinite ammo
WOUNDED—Blood splats
ALLFREND—Max respect for all gangs
ERRHUH—All pedestrians are Elvis
LOSTTDYS—Retain weapons even if you get arrested or die

HIDDEN AND DANGEROUS
Unlock Cheats & All Missions
From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A**. If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.
More Cheats
These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.
enemyb—Toggle enemy view backward
enemyf—Toggle enemy view forward
resurrect—Resurrect dead teammates
funnyhead—Big heads
debugdrawwire—Alternate graphics mode

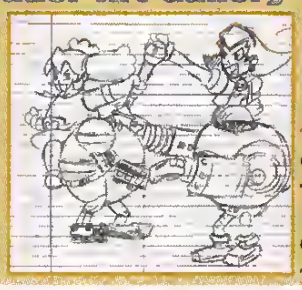
THE HOUSE OF THE DEAD 2
Display Score
At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

INCOMING
Cheat Menu
At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

TIPS & TRICKS Reader Art Gallery

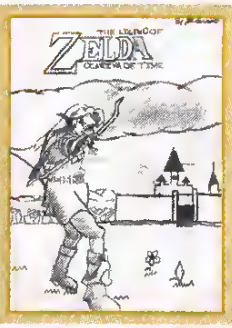


by Daniel Santos, 29 Palms, CA


by Fernando Garcia, Oxnard, CA



by Austin Omar, Madison, AL



by Joseph Levanti, Setauket, NY

KAO THE KANGARDO

Secret Codes

At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears

Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**

Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes for different effects.

Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**

Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**

Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**

Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**

All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**

LOONEY TUNES SPACE RACE

Secret Codes

At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes

CHEESFISH—Unlock everything

SUCCOTASH—No Gags

DUCKAMUCK—Infinite Turbo

SAMRALPH—Mirrored courses

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right.**

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts

Evil Morrigan—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X**

Roll—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X**

Shadow Lady—Move the cursor to Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, X**

Orange Venom—Move the cursor to Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up Up, Up, Left, Left, Up X**

Orange Hulk—Move the cursor to Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up Up, Down, Down, Down, Down, Up Up, Up, Up, Left, Up, X**

Gold War Machine—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Down Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X**

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops

Anita—**START + Light P + Medium P + Heavy P**

Arthur—**START + Light P + Medium P**

Colossus—**START + Light P + Medium P, + Medium K**

Cyclops—**START + Light P + Medium P + Medium K**

Devilot—**START + Medium P + Heavy P**

Iceman—**START + Medium P + Medium K**

Jubilee—**START + Medium P + Heavy P + Light K**

Juggernaut—**START + Light P + Medium K**

Lou—**START + Medium P**

Magneto—**START + Heavy P + Light K**

Michele Heart—**START + Light P + Light K**

Psylocke—**START + Medium K.**

Pure & Fur—**START + Light K**

Rogue—**START + Light P + Medium P + Heavy P + Light K**

Saki—**START + Heavy P**

Sentinel—**START + Medium P + Heavy P + Medium K**

Shadow—**START + Light P + Heavy P + Medium K.**

Storm—**START + Light P + Heavy P + Light K**

Thor—**START + Medium P + Light K**

Ton Pooh—**START + Light P + Heavy P.**

Unknown Soldier—**START + Light P**

U.S. Agent—**START + Heavy P + Medium K.**

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll see the pause menu shake after entering a correct code

Hold **L** and press **X, Up, B, A**—Add eight minutes to your remaining time

Hold **L** and press **Left, B, X, Y, X, B, A**—Display balance meter

Hold **L** and press **Left, Down, Y, B, Up, Left, Y, X**—Infinite Special meter

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run (L + R** in the default control configuration) simultaneously to access the cheat menu

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character

Sektor—**Hold Block + Run, press Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X, or Y**

Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X, or Y**

Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left, Left**, then press **A, B, X, or Y**

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

Kombat Kodes

When playing a two player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly

001—Unlimited Run

323—Kombat Zone: Church

343—Kombat Zone: The Netherealm

353—Kombat Zone: Soul Chamber

363—Kombat Zone: Ledder7

321—Big Head Mode Active

111—Free Weapon

100—Throwing Disabled

444—Armed and Dangerous

666—Silent Kombat

050—Explosive Kombat

222—Random Weapons

123—No Power

555—Many Weapons

002—Weapon Kombat

012—Noob Saibot Mode

020—Red Rain

010—Maximum Damage Disabled

110—Throwing and Max. Damage Disabled

011—Kombat Zone: Goro's Lair

022—Kombat Zone: The Well

033—Kombat Zone: Elder Gods

044—Kombat Zone: The Tomb

055—Kombat Zone: Wind World

066—Kombat Zone: Reptile's Lair

101—Kombat Zone: Shaolin Temple

202—Kombat Zone: Living Forest

303—Kombat Zone: The Prison

313—Kombat Zone: Ice Pit

NBA 2K

Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu

DEVDUDES—Unlock Insomniacs Teams

MONSTER—Enable Huge Players

LITTLEGUY—Enable Micro Players

DOUGHBOY—Enable Doughboy Players

SQUISHY—Enable Squished Players

FATHEAD—Enable Giant Heads

BIGFOOT—Enable Big Feet

BEACHBOYS—Enable Huge Basketball

COACHOUCH—Enable Ouchy Coaches

HIMOM—Secret Message

NBA 2K1

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu

vc—Unlock three "Superstars" teams

heliumbrain—Enable giant heads

alienbrain—Enable monster players

tvirus—Enable infected players

sohappy—Enable happy players

whatamisaying—Enable crazy commentary

betheball—Enable basketball camera

radical—Enable cool looks

the70slive—Enable hip clothes

NBA HOOPZ

Match-Up Screen Codes

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction, the numbers represent the number of times you need to push the **X, A** and **B** buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the **X** button three times, the **A** button once and the **B** button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the third number in each code by pressing the **Y** button instead of **B**

3-1-2-Up—Infinite turbo

4-4-4-Left—No goaltending

2-2-2-Right—No fouls

0-1-1-Down—Show shot %

1-1-0-Down—Show hotspot

3-0-1-Up—No hotspots

1-2-1-Left—Granny shots

3-2-0-Left—Street court

0-2-3-Left—Beach court

1-1-1-Right—ABA ball

0-2-4-Right—Away uniform

0-1-4-Right—Home uniform

3-0-0-Right—Big heads

5-4-3-Left—Tiny players

3-3-0-Left—Tiny heads

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

KERRI—0220	THEREF—7777
KERRI—1111	HAWK—0322
LIA—0712	BENNY—0503
LIA—1111	HORNET—1105
RETRO—1970	ROCKY—0201
PINTO—1966	TURBO—1111
HORSE—1966	BOOMER—0504
SMALLS—0856	CRUNCH—0503
BIGGY—0958	SLY—6765
NIKKO—6666	GORILA—0314
OLDMAN—2001	SASQUA—7785
CRISPY—2084	RAPTOR—1020
JACKO—1031	BEAR—1228
THEWIZ—1136	

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code

Left Team's Court—**Up + Turbo**

Right Team's Court—**Down + Turbo**

Street Court—**Left + Turbo**

Island Court—**Right + Turbo**

Midway Court—**Up + Shoot + Pass**

NBC Court—**Down + Shoot + Pass**

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two player game unless both players enter the code. The codes that change the weather only work on outdoor courts

No Hotspots—2-0-1-Up

Tournament Mode—1-1-1-Down

Show Shot %—0-0-1-Down

Show Hotspot—1-0-0-Down

Big Heads—2-0-0-Right

ABA Ball—2-3-2-Right

Team Uniform—4-0-0-Right

Home Uniform—4-1-0-Right

Away Uniform—4-2-0-Right

Alternate Uniform—4-3-0-Right

Midway Uniform—4-0-1-Right

Snow—1-2-1-Left

Blizzard—1-3-1-Left

Rain—1-4-1-Left

Fog—1-2-3-Up

Night Fog—1-2-3-Left

Thick Fog—1-2-3-Down

Swamp Fog—1-2-3-Right



by Bill Torres, Jr., Lawrenceville, NJ



by Timothy Meloy, Green Acres, FL



by David Gonzales, Bronx, NY



by Rafael Higareda, Baytown, TX

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. The "Cheats" menu will immediately appear

Full Health

At any time during gameplay, hold **X + Y** and press **B** to restore all your health

OOGA BOOGA

Secret Codes

At the main menu, select "Options," then select "Codes" and enter any of the following

k a b o o m—Unlock Mine spell
s t r i k e a m a t c h—Unlock Fireball spell
d o d g e t h i s—Unlock Homing Head spell
k i l o w a t t s—Unlock Lightning spell
s t o r m y w e a t h e r—Unlock Lightning Cloud spell
b l o w h a r d—Unlock Tornado spell
a h o u s e d i v i d e d—Unlock Abe Kahuna
s a l m o n m o u s e—Unlock Death Kahuna
d o t h e h u s t l e—Unlock Disco Kahuna
h e i g h t c h a l l e n g e d—Unlock Dwarf Kahuna
b l a r n e y s t o n e—Unlock Leprechaun Kahuna
w a r e z w r o n g—Unlock Pirate Kahuna
s e c r e t i d e n t i t y—Unlock Superguy Kahuna
p o r k c h o p—Unlock Boars
i d o l a t r y—Unlock Tikis
a v i a r y—Unlock Birds
s a d d l e u p—Unlock Rodeo ruleset
t r i c k s h o t—Unlock Boar Polo ruleset
I c h e a t—Unlock Level Two Kahuna Masks
t h e r e f o r e i a m—Unlock Level Three Kahuna Masks
s o v e r y v e r y—Unlock Level Four Kahuna Masks
w e a k a n d s a d—Unlock Level Five Kahuna Masks

PHANTASY STAR ONLINE

Extra Costumes

At the main menu, select "New Game." At the Charecter Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect, additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code

K S K A U D O N S U—HUmar
M O U E O S R H U N—HUnewearl
R U U H A N G B R T—HUcast
S O U D E G M K S G—RAmar
M E I A U G H S Y N—RAcast
N U D N A F J O O H—RAcaseal
D N E A O H U H E K—FOmarl
A S U E B H E B U I—FOnewm
X S Y G S S H E O H—FOnewearl

PLASMA SWORD

Secret Characters

At the character select screen, press the following button combinations to temporarily unlock the corresponding character

Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner

Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words

RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked
MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked
POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of the codes remain in place until you turn the Dreamcast off, while others will only affect the first fight after the code is entered

Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**. Press the **X** button to cycle through each fighter's different outfits

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**

Hyper speed mode—Press **Left, Left, Down Up, Down, Right, Right**, then **R** 19 times, then **L**

See the Ending—Press **Right, Right, Right Down, R, L**, then exit to the main menu if you're not already there

Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L**

Zombie boxer—Press **Left, Up, Right, Down, R, R, L**

Big gloves—Press **Left, Right, Up, Down, R, L**

Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L**

Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L**

Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L, Left, Right, Up, Down, L**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter

Level 1—**R, L, Down, Up, Up, Left, R, R, R, L**
Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, R, L**
Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

RESIDENT EVIL 2

Unlimited Ammo

At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly

SAMBA DE AMIGO

Random Mode

At the "Mode Select" screen, hold **Down** on the D-pad for about five seconds. The difficulty mode will automatically select "Random"

Super Hard Mode

At the "Mode Select" screen, hold **Up** on the D-pad for about five seconds. The difficulty mode will automatically select "Super Hard"

SLAVE ZERO

Invincibility

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it

Extra Items

At any time during a game, hold **L + R** and press **X** on the controller plugged into port B. Five items will materialize in front of you. Repeat the code as many times as you like

Reduce Enemy Attacks

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it

SOUL FIGHTER

Secret Codes

At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below. After entering a correct code you'll hear a special sound effect

Extra energy—A B X X Y A
Max weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPACE CHANNEL 5

Auto Play Mode

At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. Now the computer will play the game perfectly for you

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code

Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

SPIDER-MAN

Cheat Codes

Enter any of the following codes at the "Cheats" menu from within the "Special" menu

WEAKNESS—Full health
ADMNTIUM—Invulnerable
GLANDS—Unlimited webbing
EGOTRIP—Pulsating head
STICKMAN—Stick Spidey
FUNKYTWN—Toon Spidey
LEANEST—Unlock everything

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

WATTO_SHOP—Unlock characters
SAD_MOVIES—Watch some movies
MOVIE_SHOW—Watch more movies

STAR WARS EPISODE 1: JEDI POWER BATTLES

Jedi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then select "2 Player." Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can damage the other with their own attacks. You may enter the code again to disable its effects

Radar Map

At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L**. A radar will instantly appear at the top of the screen

Warp to Last Checkpoint

At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L**. You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER ALPHA 3

Play as Shin Akuma

At the charecter selection screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear

STRIKER PRO 2000

Unlock All Teams

At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out

Manual Ball Control

At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball

TEST DRIVE 6

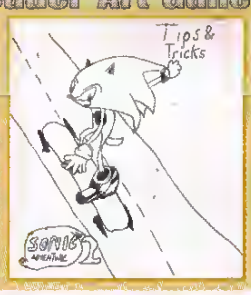
Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code

TIPS & TRICKS Reader Art Gallery



by Kahra Gerzon, Clovis, NM



by Waleed Fendish, Mississauga, Ontario



by Jaron Logan, Damascus, VA



by Joshua J. Fenstermacher, Indiana, PA

The codes will still be in effect even if you back all the way out to the main menu.
ERERTH—Unlock all tracks
DFGY—Unlock all cars
POIOP—Unlock all Challenges
RFGTR—Unlock "Stop The Bomber"
FFOEMIT—Freeze time limit
AKJGQ—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes
From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.
GOOZ—Unlock all tracks
CARNAGE—Unlock all Championship Classes
MONSTA—Unlock all cars

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes
Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE 2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display
In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.
Other Car Mark
In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Codes
At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.
Clodhopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B**
Rude Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B**
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**
Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A**.
Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A**
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A**.
Mega Head Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **X**
Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X**
Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y**
Side Scroller Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **Y**
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**
Polska Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **X**

TOMB RAIDER CHRONICLES

Special Features
At any time during gameplay, press **START** to enter the pause menu, then select "inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold the **Y** button until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.
Level Select
By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.
The Base—Hold **L + R + Down**
Gallows Tree—Hold **L + R + Left**
The 13th Floor—Hold **L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" In pause menu—Hold **L** and press **X, B, A, Up, Down**
Unlock Private Carrera
First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes
At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.
Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**
Unlock Trixie—Hold **L** and press **Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A**
Turn blood off/on—Hold **L** and press **Right, Up, X, Y**
Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—Hold **L** and press **A, Y, B, B, Up, Left, Y, X**
25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**
Maximum stats—Hold **L** and press **A, Y, B, X, Y, Up, Down**
Sections of the stage flash different colors—Hold **L** and press **Down, Up, X, B, Up, Left, Up, A**
Extremely low gravity—Hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up**
No textures—Hold **L** and press **Down, Down, Up, X, Y, Up, Right**
Wireframe graphics—Hold **L** and press **Down, B, Right, Up, X, Y**

TOY COMMANDER

Secret Codes
While in the middle of a mission, press **START** to pause the game and enter any of the following codes.
Max Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes
Enter the following codes at the "Cheats" screen under the "Options" menu.
TEAROUND—Always win
IWISH—Infinite time
TRAVOLTA—Power-up moves (all special moves unlocked)
CITYBEACONS—Win everything (all races unlocked)
INFLATEDEGO—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points
From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. Your new fighter will have 999 Skill Points.

UNREAL TOURNAMENT

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes.
Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left, Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.
LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate
GO_SLOW_MO—Slower gameplay
JACK_IT_UP—Higher suspensions
MORE_SPEED—Faster cars
GO_RAMMING—Heavier cars
QUICK_PLAY—Quick start in Arcade Mode
HOME_ALONE—Play alone in Arcade Mode
HI_CEILING—Hover higher
OLD_LEVELS—Unlock original V8 levels
NO_GRAVITY—No gravity
GO_MONSTER—Big wheels
LONG_MOVIE—Watch all endings
DRIVE_ONLY—No wheel attachment icons
BLAST_FIRE—Super missiles
UNDER_FIRE—Attract enemies
MIXED_CARS—Select same cars in multiplayer

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character
At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.
Play as the Alphabet Character
At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.
Play as Dural
At the character select screen, press **Down, Up, Right, Left, START**, Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams
Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team FC Sega—France, Chile, South Africa, England, Germany, Argentina
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**

WACKY RACES

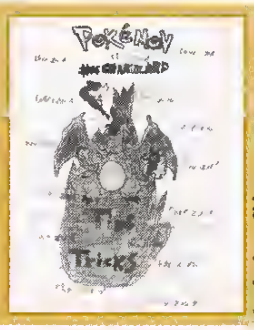
Cheat Codes
At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
WACKYGIVEAWAY—All Challenges & Tracks
WACKYSPOILERS—All Cars
BARGAINBASEMENT—All Abilities
CRACKEDNAILS—Super Difficult Mode

WILD METAL

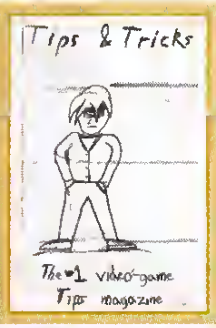
Cheat Codes
Enter these codes anytime during gameplay using the D-pad (not the analog joystick).
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select
At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.
Alternate Costume
At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



by Andrew Shipman, Rialto, CA



by Patrick Dragon, Holyoke, MA


by Cameron Rambissoon, Sanford, FL



by Chris Wright, San Antonio, TX



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

E.T. the ExtraTerrestrial Intarplanatary Mission
30077234-0063—Infinite lives
300776D8-0063—Infinite health
300776D4-0063—Max flowers

Gunfighter: The Legend of Jesse James
D007CD2C-F7FF + 8007D14A-0E0E +
D007CD2C-F7FF + 8007D14E-0E0E—Press R1 for more time
800E6CC4-0005—Infinite life, Saloon
800E6CC8-0006—Never reload, Saloon
800B84C4-0005—Infinite life, Hanging
800B84C8-0006—Never reload, Hanging
800117FA4-0005—Infinite life, Mine
800117FA8-0006—Never reload, Mine
800EE884-0005—Infinite life, Train
800EEBBB-0006—Never reload, Train
800B23D4-0005—Infinite life, Town
800B23D8-0006—Never reload, Town
80184CD4-0028—Infinite ammo, Subgame TTD
80184914-0036—Infinite ammo, Subgame RR

IHRA Drag Racing
8006A210-0D3F + 8006A212-0003—Infinite cash, Player 1
8006A288 0D3F + 8006A28A-0003—Infinite cash, Player 2

Men In Black—Tha Serias: Crashdown
800955EC-FFFF + 800955EE-FFFF—All levels open
800EFF5C-0064—Infinite health

Spec Ops: Covert Assault
3016AE00-0063—Press R1 for infinite M60 ammo
3016AE01-0063—Press R1 for inf. ITHACA37 ammo
3016ADFF-0063—Press R1 for infinite M249 ammo
3016AE04-0063—Press R1 for infinite M203 ammo
3016AE02-0063—Press R1 for infinite SSG ammo
3016ADFA-0063—Press R1 for infinite M16 ammo
3016ADFD-0063—Press R1 for infinite AK74 ammo
3016ADFE-0063—Press R1 for infinite RPK ammo
3016ADF9-0063—Press R1 for infinite M4 ammo
3016ADFB-0063—Press R1 for inf. HKG11 ammo
3016AD03-0063—Press R1 for inf. BARRETM82A1
3016ADFC-0063—Press R1 for inf. HKMP55D ammo
3016AE0C-0009—Press R1 for inf. FRAG Grenade
3016AE12-0009—Press R1 for inf. Smoke Grenade
3016AE10-0009—Press R1 for infinite WP Grenade
3016AE0E-0009—Press R1 for infinite HE Grenades
3016AE16-0009—Press R1 for inf. Satchel Charges
3016AE14-0009—Press R1 for inf. M18 Claymores
3016ABF0-0063—Press R2 for infinite M60 ammo
3016ABF1-0063—Press R2 for inf. ITHACA37 ammo
3016ABEF-0063—Press R2 for infinite M249 ammo
3016ABF4-0063—Press R2 for infinite M203 ammo
3016ABF2-0063—Press R2 for infinite SSG ammo
3016ABEA-0063—Press R2 for infinite M16 ammo
3016A8ED-0063—Press R2 for infinite AK74 ammo
3016ABEE-0063—Press R2 for infinite RPK ammo
3016ABE9-0063—Press R2 for infinite M4 ammo
3016ABEB-0063—Press R2 for inf. HKG11 ammo
3016A8F3-0063—Press R2 for inf. 8ARRETM82A1
3016ABEC-0063—Press R2 for inf. HKMP55D ammo
3016ABFC-0009—Press R2 for inf. FRAG Grenade
3016AC02-0009—Press R2 for inf. Smoke Grenade
3016AC00-0009—Press R2 for infinite WP Grenade
3016ABFE-0009—Press R2 for infinite HE Grenades
3016AC06-0009—Press R2 for infinite Satchel Charges
3016AC04-0009—Press R2 for infinite M18 Claymores

Syphon Filtar 3
801223F4-FF07—Unlock cheats

Twisted Metal: Small Brewl
80160F8C-0003—Infinite lives
801504A0-04FB—Infinite health
801504AC-03E8—Infinite turbo
80151E88-2A30—Infinite battery power
80151EA0-0003—Infinite Fire Missile
80151EA4-0003—Infinite Homing Missile
80151EB8-0003—Infinite Power Missile
80151EA8-0003—Infinite Roman Candle
80151EAC-0003—Infinite Napalm
80151EB0-0003—Infinite Ricochet Bomb
80151EB4-0003—Infinite Remote Drop Mine
80151E9C-0003—Infinite Special Attack
80151EBC-0003—Infinite Enviro Weapon
301D1E3C-0001—Unlock Axel
301D1E40-0001—Unlock Darkside
301D1E44-0001—Unlock Mime
301D1E48-0001—Unlock Piecemeal
301D1E4C-0001—Unlock Trapper

PlayStation 2

Baldur's Gata: Dark Alliance
0E3C7DF2-1645EBB3 + 0C175D4B-F89C1FB7—[M] Must be on
3C20A8D3-46C4FEFE—Infinite health
3C20A8D7-46C4FEFE—Max health
3C20A8EB-46C4FEFE—Infinite Magic
3C20A8EF-46C4FEFE—Max Magic
3C20A80B-F814487E—Max./infinite money
2C20A855-F8FCFEFE—Carry no weight
1C20A80F-F8FCFE53—Infinite Upgrade points

Capcom vs. SNK 2 Mark of the Millennium 2001
EC83D240-1446911C—[M] Must be on
4CDF9BEC-1456F5A5 + 4CDF9BEA-1456F5A5 +
4CDF9BF0-1456F5A5—Infinite health, Player 1
4CDFA1BC-1456E7A6 + 4CDFA1BA-1456E7A6 +
4CDFA1C0-1456E7A6—Infinite health, Player 2

Dynasty Warriors 3
0E3C7DF2-1645EBB3 + 0C0C4C1F-F88C8A6B—[M] Must be on
3C298F53-F8BFFFFF—Have all movies
2C298F51-F8FCFFFF—Enable Opening option
3C298F2B-FFFFFFFF + 3C298F2-FFFFFFFF +
3C298F33-FFFFFFFF + 3C298F37-FFFFFFFF +
3C298F3B-FFFFFFFF + 3C298F3-FFFFFFFF +
3C298F43-FFFFFFFF + 3C298F47-FFFFFFFF +
3C298F4B-FFFFFFFF—All characters
3C298FEF-FFFFFFFF + 3C298FF3-FFFFFFFF +
3C298FF7-FFFFFFFF + 3C298FFB-FFFFFFFF +
3C298FFF-FFFFFFFF + 3C298F03-FFFFFFFF +
3C298F07-FFFFFFFF + 3C298F0B-FFFFFFFF +
3C298F0F-FFFFFFFF + 3C298F13-FFFFFFFF +
3C298F17-FFFFFFFF + 3C298F1B-FFFFFFFF +
3C298F1F-FFFFFFFF + 3C298F23-FFFFFFFF +
3C298F27-FFFFFFFF—All levels/sides

ESPN NFL PrimeTime 2002
EC87B3B8-1435F7CC—[M] Must be on
1CD2B1C8-1759EAA2 + 1CD2B1CC-1759EAA2 +
1CD281D0-1759EAA2 + 1CD2B1D4-1759EAA2—Unlock all codes

Frogger: Tha Great Quast
EC90B120-143CF92C—[M] Must be on
3CD3AB85-1456E70C—Have all Stones
3CD3AB6C-1456E70C + 3CD3AB83-1456E70C +
3CD3AB88-1456E70C + 3CD3AB89-1456E70C—Have all Coins
3CD3A86D-1456E70C + 3CD3AB86-1456E70C +
3CD3AB87-1456E70C + 3CD3AB8C-1456E70C +
3CD3ABBD-1456E70C—Have all Gems
3CD3AB65-1456E7A7 + 3CD3AB62-1456E7A7 +
3CD3AB63-1456E7A7 + 3CD3AB68-1456E7A7—Infinite Stones
4CC30E04-1456E781—Infinite health, Level 1
3CD3AB71-1456E7A6 + 3CD3AB8A-1456E7A6—Have Key, Level 1
4CC341D4-1456E781—Infinite health, Level 2

Grend Theft Auto III
1CBE0B18-15F6E79D + 1CBE0B1C-1456E7A5—Infinite mission time

Gradius III and IV
0C1E5B6A-1456AC0C + 4D97938E-1456E7A6—Press L1 for Speed Select
0C1E586A-1456B10C + 4D97938E-1456E7A7—Press L2 for Missile Select
0C1E5B6A-1456B80C + 4D97938E-1456E7A8—Press R1 for Double Select
0C1E5B6A-1456B20C + 4D97938E-1456E7A1—Press R2 for Laser Select
0C1E5B6A-1456AD0C + 4D97938E-1456E7A2—Press L1 + L2 for Option Select
0C1E5B6A-1456BA0C + 4D97938E-1456E7A3—Press R1 + R2 for ? Select
0C1E5B6A-1456B40C + 4D97938E-1456E7A4—Press L1 + R1 for ! Select
4D97A096-1456E70C—Player 1 Mega Shield

Half-Life
ECB783A8-1431D934—[M] Must be on
4CA57342-1456F025—Xen Gravity cheat
4CA5735A-1456F025—Invincibility cheat
4CA57372-1456F025—Infinite ammo cheat
4CA5736A-1456F025—Invisibility cheat
4CA573A2-1456F025—Slow motion cheat
4CA573BA-1456F025—Alien Mode cheat

Harvest Moon: Sava tha Homaland
ECB7FBB0-14468B5C—[M] Must be on
1CB1F858-F87AE781—Never tired
1CB1FB8C-17E9C70C—Infinite money
3CB1FB60-1456E788—Infinite Fodder
3C1425FF-1456E788—Infinite Potato Seeds
3C142504-1456E788—Infinite Tomato Seeds
3C142505-1456E788—Infinite Corn Seeds
3C142502-1456E788—Infinite Breadruit Seeds

Tha Legend of Alon D'ar
0E3C7DF2-1645EBB3 + 0C09B69F-F8A3BB5F—[M] Must be on
2C459C37-F8FC270F + 2C459D3F-F8FC270F +
2C459E47-F8FC270F—Infinite HP
2C459C35-F8FC270F + 2C459D3D-F8FC270F +
2C459E45-F8FC270F—Max HP
2C459C3B-F8FC270F + 2C459D43-F8FC270F +
2C459E4B-F8FC270F—Infinite MP
2C459C39-F8FC270F + 2C459D41-F8FC270F +
2C459E49-F8FC270F—Max. MP
2C459C3D-F8FC270F + 2C459D45-F8FC270F +
2C459E4D-F8FC270F—Max Strength
2C459C3F-F8FC270F + 2C459D47-F8FC270F +
2C459E4F-F8FC270F—Max Dex
2C459C41-F8FC270F + 2C459D49-F8FC270F +
2C459E51-F8FC270F—Max. Spirit
2C459D37-F8FCC4FE + 2C459E3F-F8FCC4FE +
2C459F47-F8FCC4FE—Max Level/Status
3C3C44A3-F88F3C3F—Max Money

NBA Liva 2002
4CD2DC30-1456300C—Home team infinite Turbo, Player 1
4CD2E2F0-1456300C—Home team infinite Turbo, Player 2
4CD2EBB0-1456300C—Home team infinite Turbo, Player 3
4CD2F070-1456300C—Home team infinite Turbo, Player 4
4CD2F930-1456300C—Home team infinite Turbo, Player 5
4CD2FFF0-1456300C—Away team infinite Turbo, Player 1
4CD20480-1456300C—Away team infinite Turbo, Player 2
4CD20D70-1456300C—Away team infinite Turbo, Player 3
4CD21230-1456300C—Away team infinite Turbo, Player 4
4CD218F0-1456300C—Away team infinite Turbo, Player 5

NBA Street
ECD2F980-1456E60A—[M] Must be on
1CB99564-1456E7A5—No shot clock
1CB9956C-1456E7A5—Score from anywhere
3CBBA0F4-1456E70C—Slow AI/Big Dunks
3D3FB978-1456E7A6—ABA ball
3D39B968-1456E7A6 + 3D39B978-1456E7A7—WNBA ball
3D39B978-1456E7A8—NuFX ball
3D39B978-1456E7A1—EA Big ball
3D39B968-1456E7A7 + 3D39B96C-1456E7A7 +
3D39B970-1456E7A6 + 3D39B974-1456E7A6 +
3D39B978-1456E7A2—Beach ball
3D39B968-1456E7A7 + 3D39B96C-1456E7A6 +
3D39B970-1456E7A7 + 3D39B978-1456E7A3—Medicine ball
3D39B96B-1456E7A6 + 3D39B970-1456E7A6 +
3D39B978-1456E7A4—Volleyball
3D39B978-1456E79D—Soccer ball
3D39B97C-1456E7A6—Explosive rims
3D39B980-1456E7A6—No player indicators
3D39B984-1456E7A6—Player names
3D39B98B-1456E7A6—No shot indicator

3D39B98C-1456E7A6—No HUD display
3D39B990-1456E7A6—No auto replays
3D39B994-1456E7A7—Athletic Joe "The Show"
3D39B994-1456E7A7—Springtime Joe "The Show"
3D39B990-1456E7A8—Summer Joe "The Show"
3D39B998-1456E7A6—Tiny Players mode
3D39B99C-1456E7A7—Big Head mode
3D39B9A0-1456E7A6—ABA socks
3D39B9A4-1456E7A6—Casual uniforms
3D39B9A4-1456E7A7—Authentic uniforms
3D39B9A8-1456E7A7—Captain Quicks
3D39B9AC-1456E7A7—Ultimate power
3D39B9B0-1456E7A6—No dunks
3D39B9B0-1456E7A7—Mega dunking
3D39B984-1456E7A6—Harder distance shots
3D39B9B4-1456E7A7—Easy shots
3D39B9B8-1456E7A7—Mad handles
3D39B9BC-1456E7A6—Less blocks
3D39B9BC-1456E7A7—Super swats
3D39B9C0-1456E7A6—Less steals
3D39B9C0-1456E7A7—Sticky fingers
3D39B9C4-1456E7A6—No alley-oops
3D39B9CB-1456E7A6—Less Gamebreakers
3D39B9C8-1456E7A7—More Gamebreakers
3D39B9CC-1456E7A6—No Gamebreakers
3D39B9D0-1456E7A6—No Juice
3D39B9D4-1456E7A6—Infinite Turbo
3D39B9D8-1456E7A6—No 2-pointers
3D39B9DC-1456E7A6—No shot clock

NFL 2K2

EC87CCC8-1443780C—[M] Must be on
4C0410D4-1456E7A8—Home team infinite time outs
4C0410E8-1456E7A8—Away team infinite time outs
DC9F7822-14C338EF + 4C0413BC-1456E7A6 + 4C0413C0-1456E7A6 + 4C041244-1456E7A6 + 4C041454-1456E7A6—Press **SELECT + R1** for 1st down
DC9F7E22-14C338EF + 4C04138C-1456E7A1 + 4C0413C0-1456E7A1 + 4C041244-1456E7A1 + 4C041454-1456E7A1—Press **SELECT + R2** for 4th down
DC957C22-14C33BEF + 1C041008-D456E7A5—Press **SELECT + L1** to end quarter
DC958122-14C33BEF + 1C041008-D5CBE7A5—Press **SELECT + L2** for more time

Shaun Palmer's Pro Snowboarder

EC8783AC-14451B9C—[M] Must be on
4CABBCBC-1456E60C—Always earn goals
4CA3FF3B-1456E7A6—Kid Mode cheat
4CA3FF3C-1456E7A6—Always 5pecial cheat
4CA3FF40-1456E7A6—Perfect Balance cheat
4CA3FF44-1456E7A6—Super Spin cheat
4CA3FF48-1456E7A6—Half Gravity cheat
4CA3FF4C-1456E7A6—Quickie Tricks cheat
4CA3FF50-1456E7A6—Double Speed cheat
4CA3FF54-1456E7A6—Big Head cheat
4CA3FF58-1456E7A6—Metallic Boarder cheat
4CA3FF5C-1456E7A6—Flipside cheat
4CA3FF00-1456300C—All movies
4CA30290-1456E7A6—Enable Rooftop
4CA30204-1456E7A6—Enable Cory Nastazio

Soccer America: Internetionel Cup

1CB3AB7C-17E9C70C + 1CB3AB80-17E9C70C + 1CB3AB84-17E9C70C—Max. EXP

Splashdown

ECB15E9C-141B74EC—[M] Must be on
4CF5B2A0-1456E7A6—Seoul open
4CF5B2A4-1456E7A6—Lake Quilotoa open
4CF5B2A8-1456E7A6—Nice open
4CF5B2AC-1456E7A6—Loch Ness open
4CF582B0-1456E7A6—Madrid 2 open
4CF582B4-1456E7A6—Kuta Beach open
4CF582B8-1456E7A6—Tokyo open
4CF582BC-1456E7A6—Nile River open
4CF582C0-1456E7A6—Seoul 2 open
4CF582C4-1456E7A6—Venice open
4CF582C8-1456E7A6—Bering Strait open
4CF582CC-1456E7A6—Amazon River open
4CF582D0-1456E7A6—Lake Havasu open

Tony Hawk's Pro Skater 3

4CC79D44-1456E40C—All boards, Darth Maul
4CC79D3C-1456E40C—All boards, Wolverine
4CC79A24-1456E40C—All boards, Officer Dick
4CC79D2C-1456E40C—All boards, Private Carrera
4CC79D54-1456E40C—All boards, Ollie the Magic Bum
4CC79D4C-1456E40C—All boards, Kelly Slater
4CC79D34-1456E40C—All boards, Demoness
4CC79D5C-1456E40C—All boards, Neversoft Eyeball

Game Boy Color

Harvest Moon 3 GBC

910A-78D5—Infinite Fodder 5et
910A-7CD5—Infinite Fertilizer
910A-77D5—Infinite 5. Dream

Mery-Kete and Ashley Crush Course

9163-57C1—Max. hearts/mail open
9163-9FC1—Max. mini-game score

Mega Man Xtreme 2

9110-21C1—Infinite health
915C-6FC0—Have Ray Claw
915C-6EC0—Have Giga Chrush
915C-70C0—Have M. Tornado
915C-71C0—Have Tri-Thunder
915C-72C0—Have Firewave
915C-73C0—Have 5. Chain
915C-74C0—Have 8omb Bee
915C-75C0—Have 5.5licer
915C-76C0—Have T. Fang

Shaun Palmer's Pro Snowboarder

9103-A9CF + 9130-AACF—Infinite time
9109-B2CF + 9199-B3CF + 9199B4CF—Max. points
9107-CACE + 9100-E6CE—Always 1st

Tony Hawk's Pro Skater 3

9199-3DD8 + 9199-3ED8 + 9199-3FD8 + 9109-40D8—Max. points
9100-CADA + 9102-CBDA—Infinite time
910E-3CDC—Max. 5peed
910E-3DDC—Max. Ollie
910E-3EDC—Max. Hang
910E-3FDC—Max. 5pin
910E-40DC—Max. 8alance
910E-41DC—Max. 5witch

Game Boy Advance

Alienators: Evolution Continues

FA4B9C23-01C9A944 + 80AC00C6-7948481A—[M] Must be on
462603CC-92CE677C—Infinite health
A567E053-B2CFD4F9—Infinite Rapid Fire

Dokapon: Monster Hunter

D15A9FFD-A07F1DB4 + AB250726-D15B6228—[M] Must be on
0FDA1203-AACE122B—Max. Gold
105FC440-3BBBC752 + 331D89D5-8DC59FC6—Infinite HP
6BBB0D61-E0A18C4B + 5AE72FDF-E33F3EB8 + F8A5C782-A577DE1F + 513C01C9-987A8C3D + 01412AC3-C21F3761 + 7701A67A-2D906AA8 + ADB16977-C55B6E97—All monsters in album

Golden Sun

72CB4343-F0C15E4F + 6F5E501F-7FE05A78—[M] Must be on
53AFEE8C-9FBD0D37 + C3B589BD-7890E182—Isaac infinite HP
D65CD14A-A516730D + 46DC252A-F33185E4—Isaac infinite PP
2CAB311D-4773E36C—Isaac max. Lvl.
9650CD4C-11F2C6E0—Isaac max. AT
F47C2E06-556CAD85—Isaac max. DF
B4584C50-6BF24634—Isaac max. AG
66387C0E-6762569A—Isaac max. LK
6C697CD9-7F47E001 + B6979B9A-34A7DB73—Garet infinite HP
47481F9E-355400DC + 7F1DF4FC-783FB296—Garet infinite PP
5DFDEBF1-6CC5FC71—Garet max. Lvl.
FB38C1E8-57E55D9F—Garet max. AT
9B041A94-32D3B99F—Garet max. DF
B5B620F2-8E9B4647—Garet max. AG
CF7F12EA-99DE5647—Garet max. LK
E802A1C1-BA9AA227 + E3D0B7AE-F256219D—Jenna infinite HP
AD815BB9-E324D718 + 417714BA-509446A8—Jenna infinite PP
9A36B7AE-CD3BBC63—Jenna max. Lvl
72FFB107-1FED4B86—Jenna max. AT
84CB543A-D581FB96—Jenna max. DF
97DBFA7E-8490B99D—Jenna max. AG
90937642-F5EA65FE—Jenna max. LK
BC6EC209-DCD7A6D6—Max. Coins
A5AA7BD6-8A8FBE2F + ECF23D40-3C053C2A—Ivan infinite HP
71F49E83-96BCABE4 + DD674CC0-E2D7A158—Ivan infinite PP
DF26B778-326F528A—Ivan max. Lvl
7CDA87AA-750C955A—Ivan max. AT
9D887AB2-EE646525—Ivan max. DF
03D5481C-248AD900—Ivan max. AG
2DA59F30-3D69112F—Ivan max. LK

Gradius Galaxies

853C5E22-4C5B0C35 + 9A0CCA97-0E9ADDC6—[M] Must be on
47342026-521BF486—Infinite lives
EF35144B-4C3A3A9D—Have all power-ups

Lego Racers 2

8ED0858C-2CD74828 + FA330C32-015B1235—[M] Must be on
778598E3-E20B45E0—1st place
48077E2D-36EB3143—No damage
1C04A9B3-1809D3FB—Player 1 press GS button for win

Mat Hoffmen's Pro BMX

4C408174-7E2B7F7F + 32AA61BC-A54FB3DC—[M] Must be on
36D1697C-399DCEFE—Max. 5pecial
24D46E5D-1A84E809—Infinite time
545D9FFC-67779C5C—Collect 1 5tar to get 5
FDE50909-8E9FDA47—1 letter to get "TRICK"

Mege Men Battle Network

9CF4949A-59123557 + 552753AE-E335BE15—[M] Must be on
8FAD98D7-517BF335 + 1D3C9666-F65CD8DB—Infinite health
C78E657F-8CA7B7F2 + FB49F2F5-2E89926B + 7F36A3F0-F71CA14A—Press G5 button for kill
7F09534C-826452F9—Infinite Zenny
D15A1861-CCA7E828—Max. Battle Gauge
529A3268-C32FE774—Max. Busting Level
6BB682EA-FE072AD9 + 073F8290-714F9949 + 9E9B87D2-005FBAB3 + 30794319-E438C967 + 830FFBD9-70BF3786—Have all batteries
0654436D-9116018A—Have Charger

Midnight Club Street Racing

55EA1C64-6DD5D26F + CBB3A6C6-652CFA82—[M] Must be on
7C749E13-F1666887—No damage
9624C010-E86EDF3F—Never any traffic

Midway's Greatest Arcade Hits

EADC8E93-7B93770D + 5ED73DE8-13618F61—[M] Must be on
0A63DE7D-FC743D31—*Defender*: Infinite lives
C61B7E2F-1C021F4F—*Robotron*: Infinite lives
938FEC92-6768A840—*Joust*: Infinite lives
E51C0636-3A40DBAB—*Sinistar*: Infinite lives

The Powerpuff Girls: Mojo Jojo A-Go-Go

9362FC4D-FB868BD1 + 19D05102-97211C28—[M] Must be on
FAD9BDE0-F7734DBA—Girl 1 infinite health
B5340D87-D443B109—Girl 2 infinite health
C4815202-DEA94534—Girl 3 infinite health
9238B8A6-996F12B0—Have 5uper attack
FBA6AB9A-0C5E2137—Unlock all levels

Razor Freestyle Scooter

2315F3D9-DA45B6AD + DE4C348E-C7F26271—[M] Must be on
27405455-F69D3048 + AE51F0EC-B6C245FB + BF8A5E8E-67640E60—Press G5 button for extra time
BA2C8F4A-F67E83A5—Max. wheels
EA92B143-61CE4557—Max. 5pecial

Scooby Doo and the Cyber Chase

B893DDB1-6FAFE610 + E446192A-D5C9FF30—[M] Must be on
299BBDF5-36C9E72C—Infinite disguises
965EF14C-87F8E721—Infinite health
D8950263-80F7AF75—Infinite lives

Wario Land 4

89683755-9E08713E + 89CA6F5A-8265EED8—[M] Must be on
C9B176C4-6013520E—Max. Coins
216F61B1-FCD26964—Max. Heart Gauge
30C14105-1A944668—Infinite health

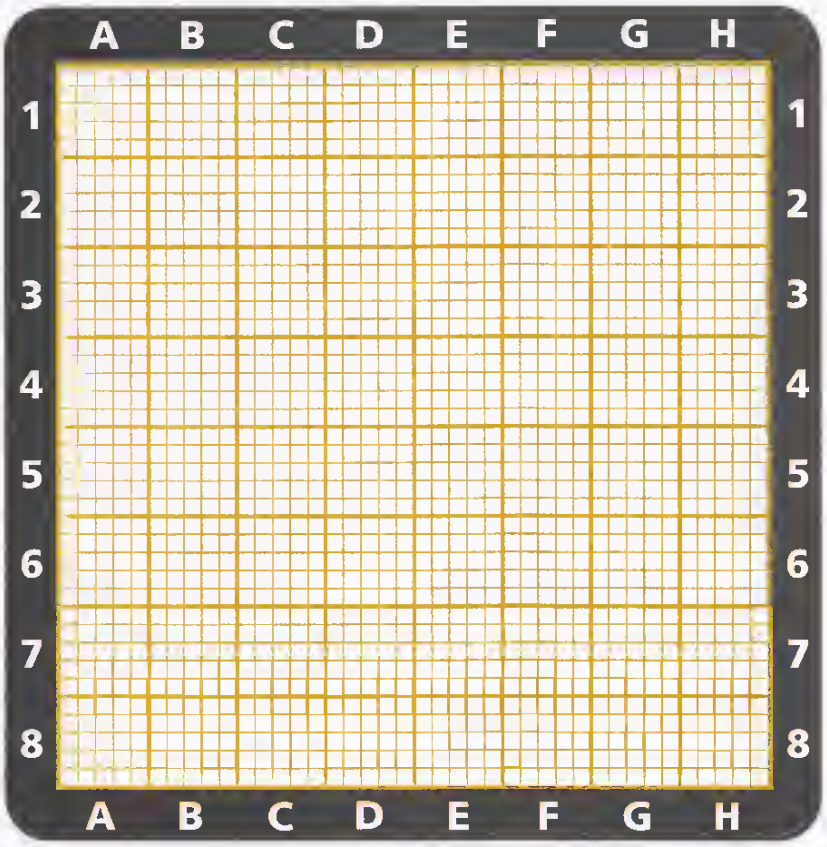
WWF Road To Wrestlemenie

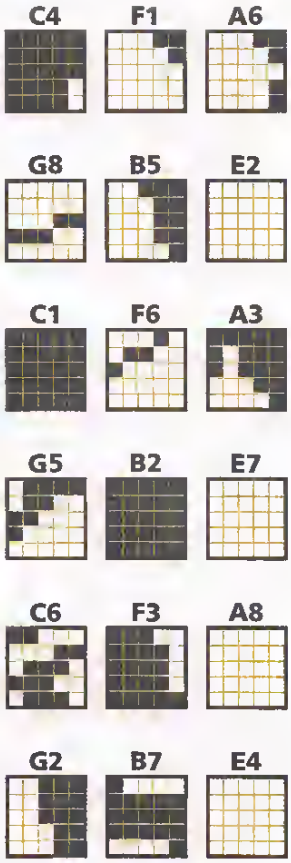
DA61BF7F-614FF7A4 + FD15793D-75F163A9—[M] Must be on
EE475CE1-B01EBCA1—Player 1 max. Adrenaline 1
2D6E3D73-E6D80025—Player 1 max. Adrenaline 2
D52280C3-9DBAEDC0—Player 1 max. 5pecial

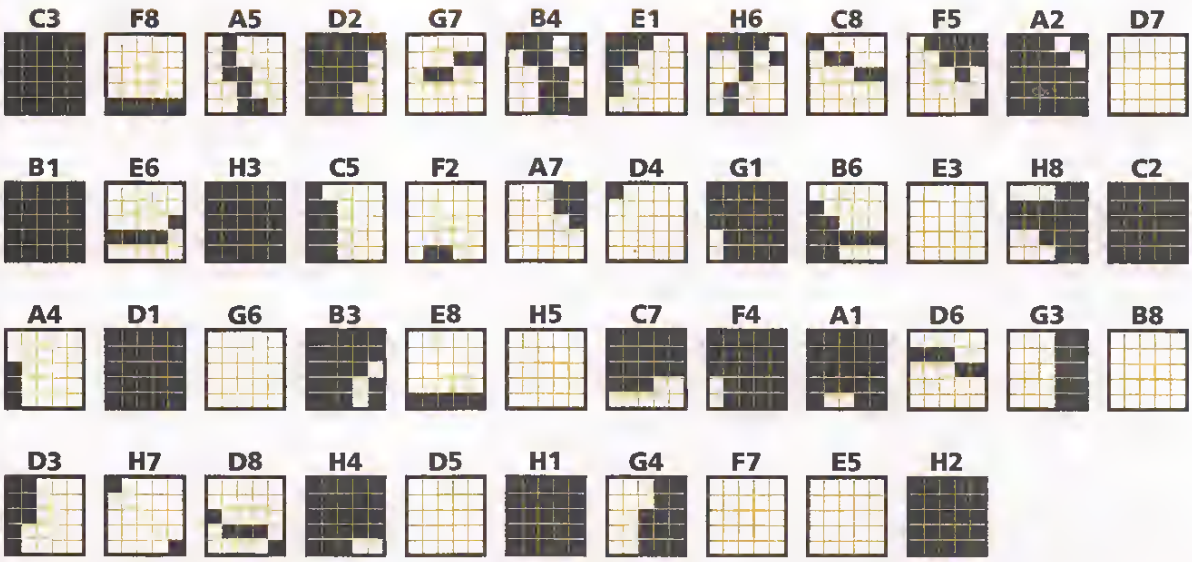
TIPS & TRICKS™

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

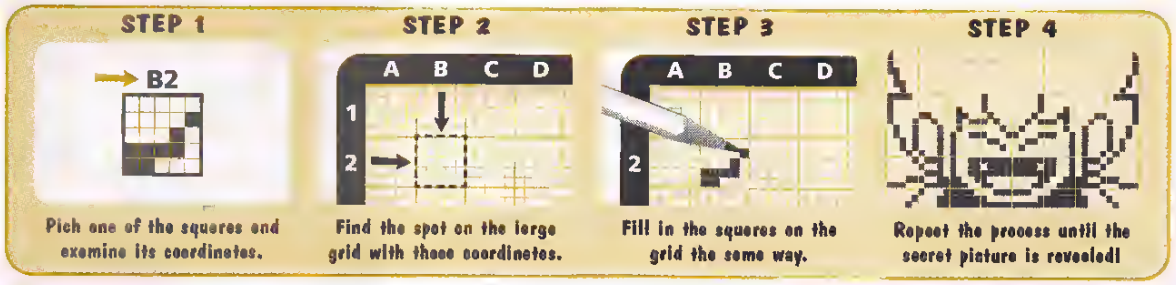
Pencil Puzzles







Directions





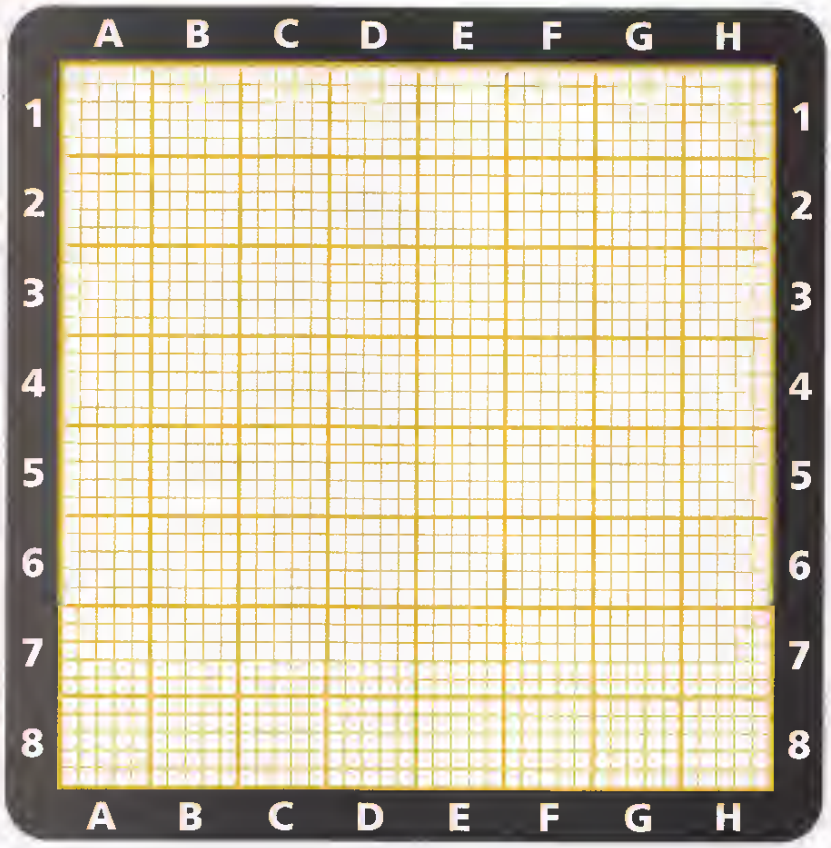






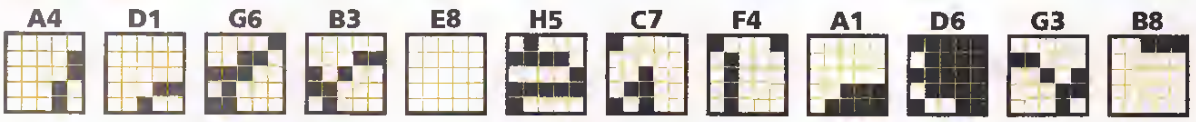


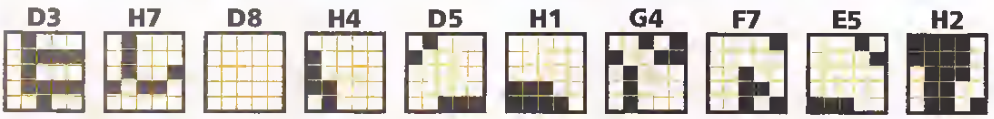












Pencil Puzzles

HINT HOTLINES



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

300
1-900-CALL-300 (1-900-225-5336)
HOURS. Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information, $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4488 (U.S.)
1-900-877-4488 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4387 (U.S.)
1-900-643-4387 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-8889 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help, $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time), Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips, $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-978-HINT (1-900-978-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance, automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3358 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S.)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

WORKING DESIGNS
1-530-243-3417
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TIPS & TRICKS

THE #1 VIDEO-GAME TIPS MAGAZINE

BACK ISSUES

1999

August 1999 Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September 1999 Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

2000

February 2000 Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March 2000 Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April 2000 Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May 2000 Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June 2000 Resident Evil Code Veronica: Mr. Driller, I-Spy, Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July 2000 X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August 2000 Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September 2000 Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October 2000 Spider-Man: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November 2000 Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap, and Pokémon Yellow

2001

January 2001 Gundam Battle Assault: Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February 2001 Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March 2001 Star Wars Episode 1: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001 Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001 Zone of the Enders: Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001 The Simpsons Wrestling: Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

July 2001 Crazy Taxi 2: Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001 World's Scariest Police Chases: Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

September 2001 Klonoa 2: Lunatea's Veil: Sonic Adventure (Part 1), Escape from Monkey Island

October 2001 Madden NFL 2002: Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter: X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001 Dragon Warrior VII (Part 1): Time Crisis II, Batman: Vengeance

Tips & Tricks 2001 Video-Game Codebook: Over 10,000 Codes and Tips for Nintendo 64, Playstation, Playstation 2, Dreamcast, Game Boy, Game Gear, Super NES, Genesis, Sega CD, Saturn and 3DO

☑ Yes! Please send me the back issues indicated below.

	QTY.			QTY.			
August '99	____	x $8.00=	____	January '01	____	x $8.00=	____
September '99	____	x $8.00=	____	February '01	____	x $8.00=	____
February '00	____	x $8.00=	____	March '01	____	x $8.00=	____
March '00	____	x $8.00=	____	April '01	____	x $8.00=	____
April '00	____	x $8.00=	____	May '01	____	x $8.00=	____
May '00	____	x $8.00=	____	June '01	____	x $8.00=	____
June '00	____	x $8.00=	____	July '01	____	x $8.00=	____
July '00	____	x $8.00=	____	August '01	____	x $8.00=	____
August '00	____	x $8.00=	____	September '01	____	x $8.00=	____
September '00	____	x $8.00=	____	October '01	____	x $8.00=	____
October '00	____	x $8.00=	____	November '01	____	x $8.00=	____
November '00	____	x $8.00=	____	December '01	____	x $8.00=	____
Pokémon '00	____	x $8.00=	____	Codebook '01	____	x $8.00=	____
						Subtotal	
						Total:	

Send this form to: *TIPS & TRICKS*, **P.O. Box 15397, Beverly Hills, CA 90209**

Name

Address

City/State/Zip

()
Phone# E-mail

☐ **Payment Enclosed**

Charge My ☐ **Visa** ☐ **MasterCard**

Credit Card # Exp

Signature

Foreign: Add $10 each, U.S. funds drawn on a U.S. bank. Please allow 4 to 6 weeks for delivery.

AX3200

Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by Mike Daly

NBA Courtside 2002



The battle of the new millennium consoles is underway, and it appears that Nintendo may have established a second-and-closing position (in the sports realm, that is) with the release of its exclusive *NBA Courtside 2002* for the GameCube. Featuring everybody's favorite wunderkind on the cover, Kobe Bryant, *NBA Courtside* is a game worthy of His Heir-ness' endorsement. Featuring graphics and player modeling that easily rivals the EA and Sony offerings, *NBA Courtside* also benefits from a smooth and fluid play style that emulates the flow of the real game. Commands are well-situated on the GameCube controller and easy to quickly assimilate.

With decades invested in designing gaming interfaces, Nintendo has come up with a far more user-friendly controller than its new competitors. One can pass using either the B button (like traditional basketball sims) or by pointing the right C-stick in the direction of a teammate. This latter innovation responds more quickly and allows one to throw bounce passes more easily, which can be the difference between a good assist or a turnover. Furthermore, the D-pad can be used to set picks. The differentiation of commands and their respective buttons makes the game easy to learn and gives the user greater flexibility in playing one's preferred game. For instance, if you prefer one-on-one, break-down-your-defender moves, you can switch dribbling hands or do a special dribbling move with separate buttons while you turbo your way to the iron. You can almost guarantee baskets this way.



The game is also programmed to take shots that make sense for your position on the floor. I'm often annoyed by other basketball games in situations where I get a rebound slightly under or behind the backboard. In these games, when I press the Shoot button to go up for the putback, the player takes a full-on jump shot that ends up leaving his hands while he's behind the glass. No player in his right mind would ever make this mistake in real life. *NBA Courtside* knows that your player is under the hoop and therefore goes for a dunk, finger roll or off-the-glass move for the deanup shot.

The computer players' defense isn't so impenetrable as to prevent superior dribblers with quickness to get by their men, also unlike most of the other games out there. Surprisingly, this arguably arcadelike touch feels more real than the alternative. If, however, you prefer to move the ball around and find good shots with open men, you can operate picks and create off-the-ball movement to help break down the "D" and make that extra pass for the sweet jumper.



The game also benefits stylistically from the addition of commentators Ralph Lawler and Fox Sports' Van Earl Wright. Lawler, the longtime voice of my beloved Clippers, may be one of today's most underrated sportscasters. Nintendo passed for some reason on his standard phrases such as "Oh me, oh my" and "Lawler's Law," the declaration that the first team to reach 100 points will win the game (a surprisingly accurate observation).



As great as it is, *NBA Courtside* is not perfect. Individual player strength and capabilities are more or less ignored, during the game, so all of the players are essentially capable of the same special moves. Even S'S" Clipper reserve Earl Boykins' biggest fans would concede that he'll never be able to dunk, but that clearly didn't matter to this game's programmers. Quarter lengths are locked in at three, five, nine or 12 minutes...which is unfortunate, since I've always preferred a six-minute quarter to best emulate actual NBA scores but still keep the game moving.

Furthermore, the computer has a tendency to cherry-pick, leaving big men waiting under your basket in parts of the court that are barely visible in the default east/west camera view. Some would say that this is a result of bad and slow transition defense, but its awfully hard to defend a basket you can't yet see. This might not be so offensive, except that the benefactors of these plays are some fairly innocuous big men. How would you feel if Rasho Nesterovic took you for 23 points and Chris Mihm took you for 18? I wasn't too psyched.



NASCAR Thunder 2002 Codes!

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Continue" (or "Advance" on the Xbox) and a special message will tell you that you unlocked a new driver.

Dave Alpern
Buster Auton
Scott Brewer
Audrey Clark
Rick Edwards
Michelle Emser
Katrina Goode
Diane Grubb
Jim Hannigan
Troi Hayes
Crissy Hillsworth
Traci Hultzapple
Rick Humphrey
Kristi Jones
Joey Joulwan
Cheryl King
Mandy Misiak
Josh Neelon
Dave Nichols
Benny Parsons
Kitt Paint
Ken Patterson
Dick Paysor
Tom Renedo
Sasha Soares
Chuck Spicer
Daryl Wolfe

NBA 2K2





If your setup now features an Xbox rather than a GameCube, you might want to check out Sega's *NBA 2K2* for the new Microsoft platform. The game plays just as fluidly (if not more so) than the PS2 and Dreamcast versions. It also looks significantly better. Lighting and contrast have been adjusted to create a more real and less arcade-looking product. EA had already figured out that dim lighting and a slightly soft focus can better emulate the television broadcasts on which the games are based. Now Sega has caught on, and the adjustment really helps *NBA 2K2* stay competitive with EA's *NBA Live* series. Strategic issues of this game have been previously discussed in this column, and all that advice still applies. If you're in need of a new basketball sim and you've got an Xbox, this may be the purchase for you.



ESPN PrimeTime 2002



"He...could...go...all ..the...way!" "It's a fumbaugghh!" "The Raaidahhs.. " Do these expressions ring a bell? No, you aren't having flashbacks of Sundays last fall. It's Konami's *ESPN PrimeTime 2002* for Xbox, hosted by the venerable Chris Berman, a.k.a. Boomer, whose aforementioned expressions have become a cornerstone of the Sunday couch potato's NFL mantra. Berman and his cohort TJ (ex-Bronco linebacker extraordinaire Tom Jackson) have become perhaps the most loved football broadcasters of today, rivaled only by John Madden himself. Most endearing about these guys is that the athletes themselves seem to prefer (even love?) them by far. Just watch the look in the football players' eyes (like Tampa Bay's John Lynch) as they talk to Boomer and you can tell that the ESPN broadcasters have more than just your average rapport with the players. Now they have their own pro football video simulation.



Unfortunately, in the video-game world, *Madden* still reigns supreme. Though *PrimeTime 2002* has some of the charm of its namesakes, it's still an inferior entry in the pro football sim competition. The graphics are average, and the overall game speed is slowed by a cumbersome playcalling interface and extra animations of the teams and their huddles that often can't be bypassed. Licensing restrictions seem to have prevented Konami from using all of the stadiums' actual names, detracting from game's authenticity. (You can say Alltel Stadium, but not Soldier Field or Lambeau Field?)



Furthermore, it's very strange to hear Berman and TJ doing play-by-play and color commentary respectively. Though that is indeed their role on their ESPN program of the same name, *PrimeTime* is a highlight show, not a live broadcast. Usually these guys only comment on the big plays, not every down. Still, there is a certain panache to the appropriately-nicknamed Boomer's exploding announcements of a fumble or the proximity of a touchdown. The appeal of that unmistakable style should be the one reason to play this game, because a great football sim it ain't.

DVD EXPRESS®
HIGH SPEED ENTERTAINMENT

Your Online Destination for Games and DVD Movies.

Get the best new releases at
www.dvdexpress.com/tips

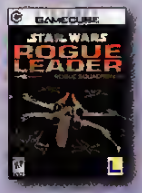
GAMES

The hottest games right at your fingertips!

PS2



NINTENDO GAMECUBE



XBOX



MOVIES

You've got the technology - now get the DVDs!









www.dvdexpress.com/tips

ESPN International Winter Sports 2002



Speaking of great athletic competitions that occur every four years: How 'bout them Olympics? By now, you may be caught up in the fever, which has surely been better depicted on telecasts not nearly so subject to tape delays and a hemisphere's worth of time zones than those in recent memory. If the spirit of Olympic competition has stirred you, you may want to try *ESPN International Winter Sports 2002* by Konami for the Xbox. Downhill skiing, slalom, two ski jumps (K90 and 120), moguls, snowboard halfpipe, speed skating, bobsleigh, curling and figure skating are all featured in this arcadelike, winterized version of Konami's *Track & Field* games. You can compete for the gold, silver or bronze as a man or woman from six European countries, Japan or the U.S. None of the characters are actual athletes, but that's OK; Olympic athletes are rarely household names, especially winter ones. (Generic names might be trickier for a summer Olympic U.S. basketball team that should consist entirely of pros.)



The game has a trial mode for practice as well as a competition section. After you complete the three-day competition, the computer will give you a code based on your performance. You can then log on to Konami's website and enter that code in the appropriate section to get your scores online with everyone else who plays. This really enables you to compete with the rest of the world.





Like most multiple-event games, *Winter Sports 2002* is a mixed bag. Some events, like speed skating, mainly consist of hitting two buttons as fast as you can, a dull holdover from the original *Track & Field* games. Other events, like the skiing and jumps, are less methodical but only slightly more rewarding. The most fun event is clearly the bobsleigh, which plays like a *Crash Bandicoot* bonus level. Curling is also quite interesting, though it requires some time to learn. It plays similarly to golf, where you must carefully measure a move and then make it, playing round-by-round for a total score.



On the whole, *Winter Sports* looks good enough and plays well enough to leave one wanting more, but it does have a few holes. I would have preferred the inclusion of luge and biathlon, two fast, different and interesting winter Olympic sports.

FIFA Soccer 2002



How ironic that in the same year that Florida football dominated, Florida *futbol* collapsed. I'm talking about Florida's destruction of Maryland in the Orange Bowl followed by Steve Spurrier's lucrative graduation to the NFL, as well as Miami's dismantling of Nebraska's vaunted Option in the Rose Bowl (which included an excellent Kurt Warner impression by Ken Dorsey). I also refer to soccer, the sport the rest of the world calls "football." Every four years, FIFA's marquee event, the World Cup, unites and enthralls the world in some of the planet's greatest athletic competitions. Eight years ago, the Cup held in Los Angeles inspired America, and MLS was born shortly thereafter. After adding several expansion teams, however, pro soccer in America is once again in recession and Florida's contribution is the first victim, as both the Tampa Bay Mutiny and the Miami Fusion have been contracted by MLS.





Take heart, Fusion and Mutiny fans, for your teams are still available in EA Sports' *FIFA Soccer 2002* for the PS one. EA continues its premier line of soccer games with this installment, featuring 18 different leagues with at least 10 teams each. This obviously makes for a lot of teams, including just about every nationality as well as famous club league teams. England's lauded Arsenal and Manchester United display insane ability, as do some of the German and French teams. You can play any MLS team as well as a variety of national teams, from Brazil to Nigeria.



The game's graphics are slightly better than last year's edition, but the improvements are mainly limited to strategic considerations. You can edit and select plays to run that will help your offense through the In Game Management section of the game. Set Pieces can also be run from dead ball situations. Perhaps the coolest innovation is the interface for dead ball kicks, i.e. corner kicks and free kicks. You can control the direction as well as the curve of the ball (with spin) by using the **L1** and **R1** buttons. By carefully setting the arrow, you can send the ball twisting into the goal or to your teammate for a heading goal.

Passing is key; success requires a good deal of lob passing as well as standard ground passes. There are two degrees of slide tackles, but beware of the hard tackle as it can quickly result in a warning yellow card or an expulsion red card.



FIFA Soccer 2002 is clearly created for the international crowd, featuring bilingual language options that allow you to switch to Spanish. Unfortunately, the language switch does not apply to the actual in-game commentary, which continues to come from an Englishman and a Scot. Nothing against the U.K., but I really did want to hear "Gooooooooooaaaaaaaal!!!"

EXCLUSIVE TIPS & TRICKS® Merchandise!



TIPS & TRICKS Logo Cap

Keep your head in the game with this premium-quality "Flex-Fit" baseball cap featuring 3-D embroidered *Tips & Tricks* logo and two-tone sandwich brim.

Color: Black/Red/White
Materials: Polyester, cotton, Spandex blend

FREE STUFF INSIDE EVERY BACKPACK! (while supplies last)



TIPS & TRICKS Mobile Gamer's Backpack

Take your game on the road with the multi-functional *Tips & Tricks* backpack. The large main compartment is perfect for carrying your game system, books or clothes. Padded back gives additional comfort and support. Adjustable shoulder straps are extra-wide and padded for easy carrying. Front pocket with organizer panel makes smaller stuff easy to locate (games, memory cards, pens, keys, etc.). Quick-grab loop on top and mesh outer pockets on front and sides.

Dimensions: 18" x 13" x 8"
Materials: Nylon



SUPPLIES ARE VERY LIMITED—ORDER NOW!

Send check or money order(U.S. funds only) to:
Tips & Tricks—LFP Merchandising
P.O. Box 17317
Beverly Hills, CA 90209

To place an order by phone, call 1-877-325-6464 (credit card purchases only).

Sorry, we can only fulfill orders within the U.S. at this time.
Shipping Charge: $5.00
Note: Allow 2 to 4 weeks for delivery

NAME_____
ADDRESS_____
CITY_____
STATE_____
ZIP_____
PHONE_____
☐ PAYMENT ENCLOSED or CHARGE MY ☐ VISA ☐ MASTERCARD
CARD #_____ EXPIRATION DATE_____
SIGNATURE_____

ITEM	SIZE	QUANTITY	PRICE	TOTAL
T&T Hat	FLEX-FIT	_____	x $20	= _____
T&T Backpack	18" x 13" x 8"	_____	x $40	= _____

SUBTOTAL _____
SHIPPING + $5.00
California residents, add 8.25% TAX _____
TOTAL ENCLOSED _____

Hard Core

Custom *Armored Core* Design

by Pat Reynolds

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Sponsored by
www.game-hits.com

Featured Core Design

Ice Fox

Designed by Kyle Taylor of Lincoln Park, Michigan



Parts
Head: HD-REDEYE
Core: XCH-01
Arms: AW-XC6S Plasma Cannon arms
Legs: LN-3001C
Boosters: B-P3S1
FCS: FBMB-18X
Generator: GBX-XL
Back Unit L: WC-SPGUN Slug Gun
Back Unit R: WC-GN230 Grenade Launcher
Arm Unit L: N/A
Arm Unit R: N/A
Optional Parts: SP-JAM, SP-ABS, SP-CND-K, SP-AXL, SP-EH, SP-E+

Color Scheme (General)
Base: Red. 00, Green. 37, Blue: 43
Optional: Red: 00, Green: 34, Blue 43
Detail: Red: 00, Green: 00, Blue: 64
Joint: Red: 00, Green: 28, Blue: 43

Performence
Armor Points: 8624
Weight: 70389
Price: 903,S00

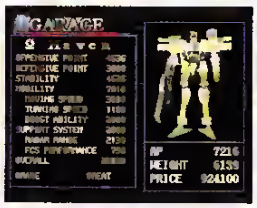
Grade: FINE



Here's a great weapon arm design from one of my fellow Michiganders! Ice Fox uses the powerful dual plasma cannon arms, and it's packing some serious heat via the back-mounted slug gun and grenade launcher as well. This is plenty of firepower to finish off even the heaviest enemy Core. The one drawback to this design is that all three weapons are relatively slow-firing, so you'll need to be good at anticipating your opponent's moves as well as firing from a stationary position for the back-mounted cannons. Ice Fox is a heavy Core, but Kyle's design uses energy well, so you'll be able to get some good boost and even limited flight out of it. Lightweight, fast Cores could give Ice Fox trouble, though.

Omega Haven

Designed by Chris Carter of Mableton, Georgia



Perts
Head: HD-ONE
Core: XCL-01
Arms: AN-2S
Legs: LN-2KZ-SP
Boosters: GBG-XR
FCS: COMDEX-G8
Generator: B-T001
Back Unit L: RZ-Fw2 Radar
Back Unit R: WM-SMSS24 Missile
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-AR1000 Machine Gun
Optional Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR

Grade: GREAT

Color Scheme (Generel)
Base: Red: 4S, Green 4S, Blue: 3S
Optional: Red: 40, Green: S0, Blue: S0
Detail: Red: 4S, Green: S0, Blue: S0
Joint: Red: 3S, Green: 3S, Blue: 2S

Performance
Armor Points: 7216
Weight: 6193
Price: 936,60



Most of the Core designs I look through each month tend to fall into the heavyweight category. I prefer lightweight Cores when playing the game, and Chris' Omega Haven is a solid design in that respect. The creed of a lightweight Core is movement over firepower. If your Core can outmaneuver the opponent and avoid getting hit by his attacks, then you'll be able to win against more powerful adversaries armed with light weapons like a machine gun and missile launcher. The machine gun is often the weapon of choice for light Cores, since you're able to attack from the air without expending additional energy. The WM-SMSS24 missiles are excellent in open arenas and give Omega Haven the ability to attack from a distance and from behind barriers like walls and buildings. The radar unit increases the targeting range of your weapons, allowing you to attack from greater than normal distances. If you enjoy lightweight Cores, give this one a go.

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd,
Suite 900
Beverly Hills, CA 90211

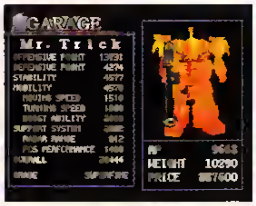
Now you can submit your Core designs online, on the Core Dump's *Hard Core* Submissions forum! Set your web browser to: http://www.ac-coredump.net/cgi-bin/ikonboard//ikonboard.cgi

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

Mr. Trick

Designed by Richard Pelletier of Chicoree, Massachusetts

Grade: SUPERFINE



Parts
Head: HD-06-RADAR
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-10000
FCS: QX-9009
Boosters: B-P3S1
Back Unit L: WM-L201 Large Missile
Back Unit R: WM-L201 Large Missile
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-B21B0 Bazooka
Optional Parts: P-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme (General)
Base: Red: 64, Green: 32, Blue: 00
Optional: Red: 64, Green: 32, Blue: 00
Detail: Red: 64, Green: 32, Blue: 00
Joint: Red. 64, Green: 32, Blue: 00

Performance
Armor Points: 9668
Weight: 10290
Price: BB7,600



Mr. Trick is a heavy Core (at 9,668 it's in contention for the heaviest design I've printed yet) and Richard has outfitted it with weapons designed to finish battles quickly. The bazooka and twin large missile launchers are a formidable combination. The bazooka works very well against slow opponents, while the missiles are useful when fighting any type of enemy Core, because they home in and are hard to avoid. With the high AP, Mr. Trick can stay in the fight and give any competitor an intense battle.

Armored Core 2 Designs

Hazard

Designed by Nick Gordon of Vadnais, Minnesota

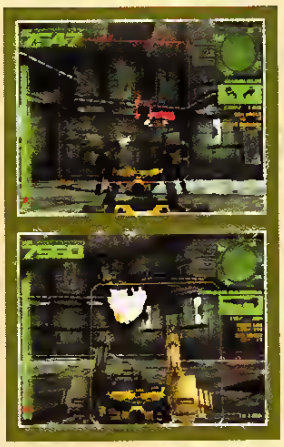


Parts
Head: EHD-GARD
Core: ZCL-XA/2
Arms: EAN-1111
Legs: ELC-D1S1
Boosters: N/A
FCS: DOX-ALM
Generator: HOY-BV2S00
Radiator: RRX-COT-1SS0
Inside: INW-EM-RRD ECM Maker
Extension: BEX-BAMS-2B7 Anti Missile
Back Unit R: EWX-GCN77-4 Chain Gun
Back Unit L: EWX-GCN77-4 Chain Gun
Arm Unit R: ZWG-BZ/HYDRA Spread Bazooka
Arm Unit L: ZLS-400/SL Laser Blade
Optional Parts: SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-BSI-LE, SP-SAB/J, SP-ENE-ACC, SP-E/SAVER, SP-ECM-JAM

Color Scheme (General)
Base: Red: 0, Green: 0, Blue: 0
Aid: Red: 1S2, Green: 106, Blue: 0
Optional: Red: 132, Green: B2, Blue: 0
Detail: Red: 0, Green: 0, Blue. 0
Joint: Red: 0, Green: 0, Blue. 0

Grade: EXCELLENT

Performance
Armor Points: B100
Weight: 10664
Price: 9S4,B00



Here's a caterpillar Core design that sports some good weaponry geared to take on any type of opponent. While you might expect a weapon called "spread bazooka" to cause a lot of fiery explosions, it's really fairly mundane...except for the fact that it inflicts a lot of damage and covers a wide area. It's not as visually impressive as the bazookas from *Master of Arena*, but it does the job. The shells are slow, however, so when faced with fast opponents you'll want to switch to the dual chain guns. These bad boys can track and hit all but the speediest of enemies with ease, and they do great damage as well. Hazard is a heavy tank design that's fun to play, so give it a try if you're looking for a powerhouse Core.

Assassin

Designed by Cameron "Specs" Tracy of Baltimore, Maryland



Parts
Head: EHD-NIGHTEYE
Core: ECL-ONE
Arms: ZAN-303/S
Legs: ELN-701
Boosters: EBT-V5S
FCS: VERTEX-124/EE
Generator: HOY-B1000
Radiator: RG8-CM6
Inside: INW-DM-PUPPET Decoy Dispenser
Extension: ZEX-RS/HOUND Anti Missile
Back Unit R: ZXR-S/STEALTH
Back Unit L: ZXR-S/STEALTH
Arm Unit R: EWG-MGSAW Machine Gun
Arm Unit L: N/A
Optional Parts: SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-ENE-ACC, SP-E/SAVER, SP-ECM-JAM

Color Scheme (General)
Base: Red: 0, Green: 0, Blue: 0
Aid: Red: 0, Green: 0, Blue· 0
Optional: Red: 0, Green: 0, Blue. 0
Detail: Red: 0, Green: 0, Blue: 0
Joint: Red: 0, Green: 0, Blue: 0

Grade: BELOW AVERAGE

Performance
Armor Points: 7194
Weight: 6744
Price: 641,100



Stealth Cores are few and far between, since the bulky ZXR-S/STEALTH unit uses both back slots and doesn't add anything to the design's offensive abilities. What it does, though, is remove your Core from your opponent's radar (in Versus mode only, unfortunately—enemy Cores in the Arena seem to have no problem pinpointing you at all times). Because of this advantage, a lightweight Core like Cameron's Assassin, armed only with a machine gun (or, alternatively, a laser blade) can take on a much more powerful Core and win via stealth tactics. The best strategy here is to take to the air and stay on the move so your opponent has a hard time keeping track of you visually. The machine gun is loaded with ammo—1,000 rounds will go far—although you'll probably have a problem against the really heavy Cores.

TIPS & TRICKS Tournament Report

by Jason Wilson

Sponsored by The Official Electronic Games Scoreboard™ TWIN GALAXIES www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

South Florida Challenge 2

Players from as far away as Puerto Rico and Australia descended upon Flipper's Amusement Center on December 8 and 9 for the South Florida Challenge 2, which featured tournaments in *Capcom vs. SNK 2*, *Marvel vs. Capcom 2*, *Street Fighter III: 3rd Strike* and *Tekken 4*. Miami's Manny Tejeda—one of the top *Marvel vs. Capcom 2* players in Florida—surprised everyone with his versatility, taking fifth place with a very strong Ratio 3 Sagat on his team. Alex Navarro and Jason Wilson tied for first place due to time constraints after both went undefeated through the winner's bracket.



John "Flash" Gordon dominated everyone in *Street Fighter III: 3rd Strike* by going undefeated throughout the tournament, defeating Ricky Ortiz 4-0 in the finals after Ricky upset the favored Arturo Sanchez 3-0. In the *Marvel vs. Capcom 2* tournament, 12-year-old "Job" from Puerto Rico took 7th place, while Oslanir "RMS" Delisle could not make good on his promise to get in the top three, placing fifth instead. Ricky Ortiz went undefeated through the entire tournament, putting Arturo Sanchez in the loser's bracket for a potential rematch with his opponent from the finals of last April's South Florida Challenge, Chicago's Ari Weintraub. Remembering how that epic 45-minute match went the distance, Ari and Arturo decided instead to "tie" for second place. In the *Tekken 4* portion of the tournament, Ari Weintraub defeated Ricky Ortiz with a wide variety of Jin maneuvers to take the crown, 4-0. Thanks to Jeff and the rest of the staff at Flipper's Amusement Center, as well as Nelson Santamaria and Alex Navarro for all their help running the tournament! Here are the results:





Capcom vs. SNK 2
1st (tie)—Jason Wilson, Los Angeles, CA (C Groove Vega, Blanka, Bison)
1st (tie)—Alex Navarro, Hialeah, FL (C Groove Vega, Blanka, Bison)
3rd—Angel Mateo, Hialeah, FL (C Groove Yamazaki, Honda, Sagat)
4th—Ari Weintraub, Chicago, IL (A Groove Hibiki, Chang, Sagat)

Marvel vs. Capcom 2
1st—Ricky Ortiz, New York, NY (Storm, Sentinel, Cable)
2nd (tie)—Ari Weintraub, Hialeah, FL (Blackheart, Sentinel, Doom)
2nd (tie)—Arturo Sanchez, New York, NY (Capt. Commando, Doom, Blackheart)
4th—Matt Brown, Tampa, FL (Cable, Cyclops, Sentinel)

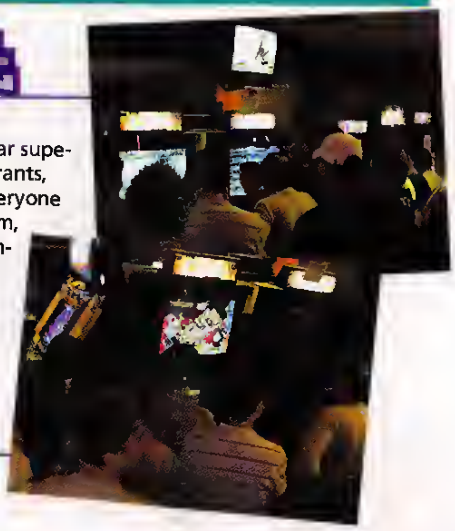
Street Fighter III: 3rd Strike
1st Place—John "Flash" Gordon, New York, NY (Chun-Li)
2nd Place—Ricky Ortiz, New York, NY (Akuma)
3rd Place—Arturo Sanchez, New York, NY (Alex, Chun-Li)
4th Place—Jason Wilson, Los Angeles, CA (Necro, Elena)

Tekken 4
1st Place—Ari Weintraub, Chicago, IL (Jin)
2nd Place—Ricky Ortiz, New York, NY (Jin)
3rd Place—Arturo Sanchez, New York, NY (Jin)
4th Place—Jason Wilson, Los Angeles, CA (Nina)

Golfland EVO2 Tournament

A group of Northern California players made a pilgrimage to Southern Hills Golfland on November 24 to prove that their *Capcom vs. SNK 2* skills are far superior to those of their Southern California counterparts. Out of a field of 54 entrants, Jason Nelson and Jason Cole proved to be too much for the locals, stopping everyone in their path until Cole defeated Nelson in the finals 4-1 using K Groove Dhalsim, Vega and Sagat. Tong Ho surprised everyone by placing third with his nearly unstoppable team of Ratio 3 Blanka and Cammy! Congratulations to the winners, and thanks to Joey Cuellar for pictures, and thanks to John Bailon and Mark Vasquez for another amazing tournament.

1st—Jason Cole, San Jose, CA (K Groove Dhalsim, Sagat, Vega)
2nd—Jason Nelson, Sunnyvale, CA (K Groove Haohmaru, Sagat)
3rd—Tong "Genghis" Ho, San Diego, CA (C Groove Cammy, Blanka)
4th—Alex Valle, Westminster, CA (C Groove Ken, Sagat, Ryu)





MVC2 UPSET!

On December 16, more than 30 players had to be turned away from entering a *Marvel vs. Capcom 2* tournament at Southern Hills Golfland; the 64-player bracket was filled nearly two hours before the scheduled start time! The competition was fast and fierce, with many upsets occurring in the early rounds. Frontrunner Duc Do was upset early and Alex Valle (winner of Golfland's last five *MVC2* tournaments) was unable to attend, so this tournament was up for grabs! Michael Morse showed why he is one of the top players in the country, took fifth place with an effective team of Cable, Doom and Storm. Also tied for fifth was San Diego powerhouse Jay "Viscant" Snyder, continuing his streak of never placing below the top five at a Golfland tournament; he was also the only person in the top five to not use Cable as a member of his team. Rodolfo Castro of Seattle received the ultimate glory, coming back from the loser's bracket to defeat Long Tran 3-1, 4-1 and capture almost $500 in cash and Golfland tokens! Special thanks to Joey Cuellar for the photo and to John Bailon for another superb tournament!

1st Place—**Rodolfo Castro**, Seattle, WA (Sentinel, Cable, Magneto)
2nd Place—**Long "ShadyK" Tran**, San Diego, CA (Magneto, Storm/Cable, Sentinel/Cammy)
3rd Place—**Soo Young**, Burbank, CA (Magneto, Cable, Psylocke)
4th Place—**Cody Boentaran**, Seattle, WA (Storm, Cable, Capt.Commando/Sentinel)
5th Place (tie)—**Jay "Viscant" Snyder**, San Diego, CA (Doom, Storm, Sentinel)
5th Place (tie)—**Mike "Britney" Morse**, Pasadena, CA (Cable, Storm, Doom)

UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

Capcom vs. SNK 2 Top 10 Players
1. **John Choi** (Golfland USA, Sunnyvale, CA)
2. **Eddie Lee** (Chinatown Fair, New York, NY)
3. **Jason Nelson** (Golfland USA, Sunnyvale, CA)
4. **Jason Cole** (Golfland USA, Sunnyvale, CA
5. **Ricky Ortiz** (Chinatown Fair, New York, NY)
6. **Julian Robinson** (University Pinball, Philadelphia, PA)
7. **Jason Wilson** (All Amusement Center, Van Nuys, CA)
8. **JHL** (Montreal, Canada)
9 (tie) **Tong "Genghis" Ho** (Southern Hills Golfland, Stanton, CA)
9 (tie) **Kris "KP" Patel** (Family Fun Arcade, Granada Hills, CA)
10. **Alex Valle** (Southern Hills Golfland, Stanton, CA)

Marvel vs. Capcom 2 Top 10 Players
1. **Justin Wong** (Chinatown Fair, New York ,NY)
2. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
3. **Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)
4. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
5. **Duc Do** (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
6. **Mike Devonish** (Chinatown Fair, New York, NY)
7. **Golden Nismor** (Hawaii)
8. (tie) **Sanford Kelly** (Chinatown Fair, New York, NY)
8. (tie) **Rodolfo Castro** (University of Washington, Seattle, WA)
9. **Long "ShadyK" Tran** (Nickel City, La Jolla, CA)
10. (tie) **Soo Young** (All Amusement Center, Burbank, CA)
10. (tie) **Rattana Phantarouh** (University of Washington, Seattle, WA)

TOURNAMENT CALENDAR

RECURRING TOURNAMENTS

Capcom vs. SNK 2 Bi-Weekly Tournaments
Contact: Golfland USA
855 E. El Camino Real
Sunnyvale, CA
(408) 245-1322

Flipper's Amusement Center Tournaments
Contact: Flipper's Amusement Center
8364 Mills Dr.
Miami, FL 33183
(305) 273-0381
Flipper's Amusement Center holds various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2*, *Marvel vs. Capcom 2*, and *Street Fighter III: 3rd Strike*.

Eight on the Break Tournaments
Contact: Eight on the Break
340 North Ave.
Dunellen, NJ 08812
(732) 752-8880
Eight on the Break holds tournaments twice a week on *Marvel vs. Capcom 2*, *Tekken 4*, *Capcom vs. SNK 2* and others.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: George Alfonso
All Amusement Fun Center
7888 Van Nuys Blvd.
Van Nuys, CA 91402
(818) 756-0550
The All Amusement Centers in Burbank and Van Nuys hold various player-sponsored monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK*.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: Southern Hills Golfland
12611 Beach Blvd.
Stanton, CA 90680
(714) 895-4550
Southern Hills Golfland, the site of various national videogame tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: University Pinball
4006 Spruce St.
Philadelphia, PA 19104
(215) 387-3923
The home of many *Street Fighter* and *Tekken* tournaments in the past, University Pinball currently holds bi-weekly tournaments in *Marvel vs. Capcom 2*, *Capcom vs. SNK 2* and *Tekken 4*. Cash prizes awarded to the top three spots.

TIPS & TRICKS COLLECTOR'S CLOSET

Are you a video game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up enough money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this new monthly column is for you!

by Joe Santulli

SOLVING THE STORAGE DILEMMA

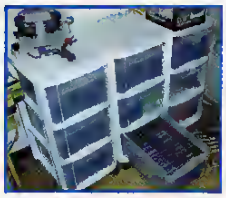
The greatest challenge facing video-game collectors is not always completing goals or finding that elusive title, but rather finding places to keep all of the stuff! A few lucky individuals may have mansions or entire rooms to fill with treasures from the hunt, but for most of us, it takes some resourcefulness and efficient storage techniques to keep everything close at hand. Here are some tips to managing your collection without having to sacrifice your living room (or kitchen, eek!) to do so.

There are several companies whose products you should become acquainted with, as they will surely be your collection's best friends!



★ Laserline products can be found in just about any music store (Sam Goody, J&R Music World, Compact Disk World) or other local retailer. If you collect PlayStation or Dreamcast games, Laserline offers a wide variety of "CD Spinner" storage solutions. CD spinners are great because they manage space very efficiently—and if you look for the stackable variety, even more so. If you look around you should also find their cassette tape storage spinners, which are absolutely perfect for keeping loose Sega Genesis and 32X games!

★ Another company that provides valuable support for collectors is Sterilite. Sterilite's products look like Tupperware, with interlocking, stackable plastic drawers and boxes that are great for cramming large numbers of games into small areas. Its "ClearView Storage Drawers" are perfect for Super NES cartridges, comfortably holding 40 loose games with easy access to all. Sterilite also makes stackable drawer units with wheels and "under bed" drawers. The products are cheap and durable and can be found in major retail stores like Wal-Mart, K-Mart and Meijer's.





★ Another company by the name of Iris makes similar products that can be found in Office Depot, Staples and OfficeMax. Iris has a wonderful six-drawer storage system, with each drawer capable of holding 72 loose Atari 2600 or 45 Texas Instruments TI-99/4A cartridges, you could conceivably store your entire library in one unit.

★ If you also collect baseball cards, you may already have seen (or own) the generic boxes made by many manufacturers designed to hold four rows of cards. These boxes have lids and if you remove the outer "walls" from the inside of the box, you've got the perfect storage area for Super NES carts. Best of all, you can slide these bad boys under your bed (one of my favorite places to inconspicuously store a large number of games).





★ Also well-known to card collectors are the three-ring binder protective sheets used to store nine cards (18 if back-to-back) per sheet. These are excellent for keeping overlays from your Intellivision, ColecoVision and Atari 5200 games. Grab a few of the "2-up" protective sheets and you can keep your loose instruction manuals safely tucked away in the same binder.

★ If you want to keep your most prized items safe from dust, spills or pet accidents, you'd do well to check into storage bags from Bags Unlimited (www.bagsunlimited.com) or Austin Books (www.austin.citysearch.com). The Silver Age comic book bags are great for keeping boxes protected and I've used View Master storage bags around my Atari cartridges. Take a look at both places as they have very cost-effective protection for every shape or size imaginable.

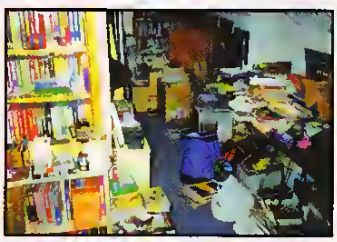


★ One last tip for you, one that I use to great effect: Stairwells! Many homes like mine have exposed areas under the stairs that are generally not used. I've found this "free space" to be perfect for keeping boxes and things that I don't use on a regular basis. For example, I've stored my Fairchild Channel F and Mattel Aquarius computer plus all of their peripherals and games in just a few feet of this unused space. Even if you don't have an exposed stairwell area, poke about the place and I'm sure you'll find a similar area in your home or apartment that you wouldn't normally consider for storage. It's all about being resourceful!

Special thanks to Albert Yarusso at AtariAge.com for his suggestions and pictures.

ROOM OF DOOM

Up until now, I've presented you with some of the most organized libraries of video-game collectibles in all the world. Collectors tend to be meticulous with their property, but there are exceptions to the rule. If I may, I would like to take you on a dark journey to the "other side" of collectors' rooms. Behold what may very well be the ultimate Room of Doom, whose caretaker is none other than John Hardie of Valley Stream, New York. John is one of the organizers of Classic Gaming Expo and seems to be too busy organizing the show to keep his own collection organized. His goodies include many rare Atari artifacts, including a pair of Atari CX-2000 consoles (an Atari 2600 with twin sticks attached), an Atari Cosmos unit and more video-game memorabilia than we have room to discuss here. If you look carefully, you may find things in these pictures that you will see nowhere else. In fact, we believe that John—who has been missing for weeks—is himself buried under his own collection somewhere in these photos!





I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," *c/o Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

Rattlebrain
"We Make You Think..."











You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

Computer Contest. Win a tricked out gaming computer with 2.D Ghz Pentium 4, 512 meg. RAM, 100 Gig. HD, DVD, Windows XP, Nvidia card and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Microsoft XBox, Nintendo Gamecube and Sony Playstation 2! Get all three or trade the ones you don't want for CA$H! Bonus options include: 33" monitor, $1,000 in games you choose, Gameboy Advance, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BDNUS DPTIDN! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH W	PRESS K	BLAST A	WRECK D
BREAK Z	PUNCH S	SPRAY C	TURBO V
STOMP T	STAND R	PRESS E	DREAM O
CRUSH I	SCORE H	SLANT L	CHASE P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- ☐ ($3.DD) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
- ☐ ($5.DD) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

SENO PUZZLE WITH PAYMENT TO:
RATTLEBRAIN, 22123 HORIZON OR
WEST LINN, OR 97068-8253

VOID WHERE PROHIBITED • ENTRY DEADLINE POSTMARKED BY April 27th, 2002 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. You must be under 30 years old to play. Suppliers of Rattlebrain, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than [illegible] Void where requested. Winners U.S. and Canada only. Mail entries to: Rattlebrain, 22123 Horizon Dr., West Linn, OR 97068-8253. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest.(And, if you've read all this, guess what, you have the personality type to win).©2002 Rattlebrain, Inc.

Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $700.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

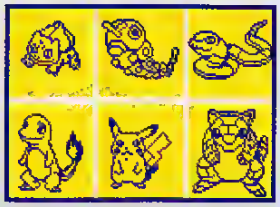
JAPAN REPORT!

by Anatole Brown

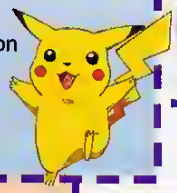
Get Your Own Pokédex!





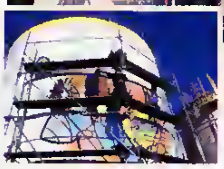


If you want to be Luke Skywalker, you get a lightsaber. If you want to be a WWF wrestler, you can even get one of those goofy wrestling belts. But what if you want to be a Pokémon master? You get the new Pokédex from Tomy! The Pokédex, or the *Pokémon Zukan* in Japanese, has been made before by Media Factory, but it only contained data for 151 Pokémon. Tomy's Pokédex contains all 251 Pokémon from *Pokémon Gold*, *Silver* and *Crystal*. Just like Ash's Pokédex, the two lids flip open on the top and middle and it displays vital Pokémon information on a small monochrome screen. It also contains several mini-games, in addition to a personal address file and scheduling calendar. It's available in Japan for 3,980 yen...if you can find one!

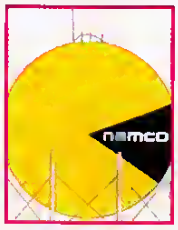


Namco Goes Big





Japanese game company Namco has decided to go big with its promotions. The company has been scouting around Japan for unconventional spots to advertise its games and its motto: "The bigger the better!" These giant oil tanks in the Saitama district in Japan were the most recent victim of Namco's larger-than-life propaganda machine. Mr. Driller and his friends were painted on two oil tanks, each measuring 26 square feet! Namco also plans to paint Pac-Man logos on several spherical gas tanks in Tokyo in 2002. A giant Pac-Man is also planned to be painted on the floor of a public swimming pool. Don't you wish they could paint your town?





Virtua Cola!



If you buy a 500 ml bottle of Coca-Cola in Japan, it comes with a special *Virtua Fighter 4* keychain fastener. There are 13 different keychains all together—that's a lot of soda and caffeine to collect them all! The keychains are wrapped into the bottle so you can see which one you're buying...unless you're buying it from a machine, of course. The *Virtua Fighter* and Coca-Cola campaign has been going on since January and will last until all the keychains are gone. Participating shops will have this poster on their windows. Wow, it's just like shopping at the local *Shenmue* shops!



RACK 'EM UP!



Does your Mom keep harping on you about leaving all your games and controllers around the TV area? Don't let her push you around, just push the GameCube rack out of the way. There are a couple of Nintendo-licensed GameCube racks in Japan that allow you to easily store your GameCube stuff in a nice, compact roll-away cart. The larger and more elaborate GCR-1, from Go-ichi Plastic Goods Corporation, has a flip-top and ample space to put away games, cables and even a Game Boy Advance. The retail price for the GCR-1 is yet to be determined. The Cube Rack R from Morigang retails for 1,9B0 yen and has a simpler frame-rack style. The materials, however, are sturdier with stainless steel and aluminum parts. Both racks have the cool GameCube logo imprinted on the front. We're pretty sure it won't be long before we see something like these here in the U.S.!



Check out the nice rack!

XBOX COMES TO JAPAN

On February 22nd, Microsoft and its multi-billionaire founder, Bill Gates, will unleash the Xbox console for the Japanese gaming market. Here in the U.S., we're often left to watch in envy as the Japanese line up early in the morning around the Akihabara electronics district to score a new console several months in advance of its U.S. launch. This time, however, the roles are reversed; the Japanese are getting the Xbox three months after North America. There have been a lot of legitimate questions about whether the Japanese will respond favorably to the Xbox, primarily because it is a console from the United States rather than a Japanese company like Sony, Nintendo or Sega. The Xbox is considerably more expensive than the other consoles: Xbox will retail for 34,000 yen, whereas the PlayStation 2 sells for 29,800 yen and the GameCube is merely 25,000 yen. At the current dollar/yen exchange rate, however, the Japanese are still getting the Xbox for about $50 less than what we pay for it in the U.S.



Only 50,000 special edition Xbox packages are being made for Japan. Each box has a Bill Gates signature keychain.





A game featuring mice, Nezumikusu is an exclusive Xbox launch title for Japan.



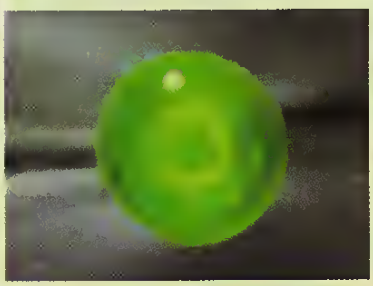
Nobunaga no Yabou: Arashiseki is available for the PC in Japan but it's also being ported to the Xbox for the Japanese launch.

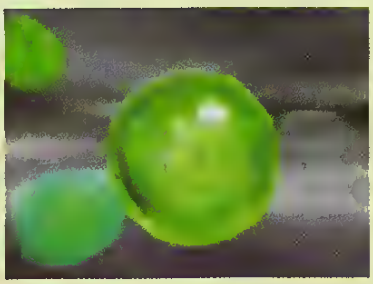
Another concern that is often pointed out by rival Japanese game companies is the sheer size of the behemoth console. The average Japanese household has very limited living space, where every inch is carefully considered and never wasted. Because of these looming concerns, Microsoft is working very hard to accommodate Japanese tastes. The most notable effort is the smaller, more compact and symmetrical Xbox controller for the Japanese market. The Japanese will also get to choose between a gray and black controller when buying extra peripherals.

12 launch titles are planned, with each carrying an average cost of about 6,800 yen—considerably more expensive than Xbox software in the U.S. Most of the 12 games are already available in the U.S. (*Silent Hill 2: Restless Dreams, Dead or Alive 3, Project Gotham Racing*) but two of them will be exclusive to Japan: *Nezumikusu*, a multiplayer action game from Microsoft featuring mice and *Nobunaga No Yabou: Arashiseki* (*Nobunaga's Ambition: The Storm Chronicles*) from Koei. The Xbox and its games will also be readily available for purchase at convenience stores—like Lawson and 7-11—throughout Japan.

In order to cater to the "special limited-edition package" craze among Japanese collectors, Microsoft is releasing 50,000 special-edition Xbox packages only in Japan. The special-edition units will be transparent gray (or "skeleton gray") and will come packaged with a special keychain with an imprint of Bill Gates' signature. Of course, Microsoft would be very content with strong sales in the U.S. alone, but by pleasing Japanese consumers, it has a better chance of convincing talented Japanese developers to make more games for the Xbox. Will the Japanese embrace some good ol' American ingenuity or are they satisfied enough with Sony and Nintendo at home?

An abstract but simple Xbox TV commercial has been running in Japan prior to the system's launch. The commercial says, "We'll change your life with games. Do you think that's an exaggeration?"







There's only one place you need to look to find out about all of the latest game-related goodies and unusual junk. It's a magical, happy place that we like to call the...

COOL ZONE



Naki's Spider-Man Super Action Light protects your Game Boy Advance from evildoers and saves your eyesight on those dark nights riding in the car or on the bus. The unit folds for portability and has adjustable light angles as well. Suggested retail price is $19.99.



When the folks at Acclaim invited us to Austin to check out their new Turok: Evolution game for PS2, Xbox and GameCube, they sent us home with this crazy Turok dinosaur claw in a box! Definitely not for sale in any store.



This Xbox controller from Innovation features a "turbo" function which allows you to set six buttons with special enhanced turbo firing features. The colored grips allow your hands to smoothly grasp the controller during those long bouts with NFL Fever 2002! Available in assorted colors for $29.99.



These hot Spider-Man and Venom memory cards for PS one are sure to be the rage among Marvel fans everywhere! You can also use them to save games for the PS one on your PS2. Available now for $11.99, from Naki.



We want to stress that this next item is not authorized by Nintendo, and its use will definitely void the warranty of your Game Boy Advance. However, if you're sick of playing Goldan Sun on a tiny screen, the GBA-TV Converter will allow you to play any Game Boy, Game Boy Color or Game Boy Advance game on your television set. The instructions actually require you to partially disassemble your GBA and replace the back end assembly, but if you're careful it can be done fairly quickly. After the modification, you can still use the GBA normally as a portable unit. With the adapter attached, your games will appear on your TV screen using standard Composite or S-Video cables with stereo sound and full color! We got ours for $79.99 from www.gamegizmo.com.



The Pro Racer Xbox controller is a very unique wheel-shaped controller for racing games. The left part of the wheel moves up and down while you hold the right part steady. It's kind of tough to get used to, but the control response is pretty tight. Available from Gamester for $29.99.



Like the State of Emergency nightstick and Turok claw, this framed Baldur's Gate: Dark Alliance lithograph is one of those special promotional items that you can't buy in any store. However, to show you how much we love you, we're going to give it away to one lucky reader. Just send us a letter (Tips & Tricks Cool Zone, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211) that explains why you want it; we'll send it to the person who writes the best letter!



This heavy-duty nightstick was sent to us by Rockstar to promote its new State of Emergency game for the PlayStation 2. Unfortunately, it's a promotional item that's not for sale to the general public. With our Grand Theft Auto III baseball bat, Smuggler's Run 2 emergency flares, Rune: Viking Warlord battle axe and now this, we're ready to start an office riot!



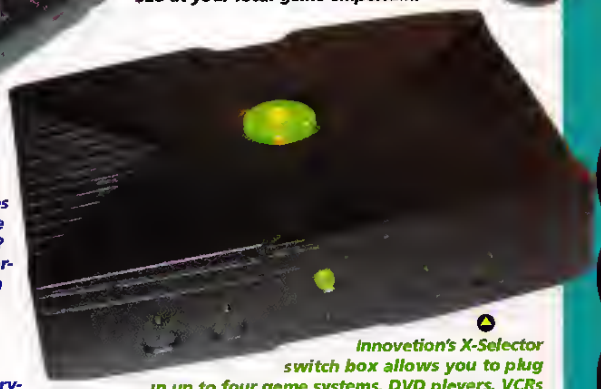
These hot Spider-Man and Venom memory cards for PS one are sure to be the rage among Marvel fans everywhere! You can also use them to save games for the PS one on your PS2. Available now for $11.99, from Neki.



The Adrenalin Pad for Xbox by Seitek is sure to get YOUR adrenaline pumping! Thin and sleek with more space between the buttons, it's also easier to grip than the stock Xbox controller. The Adrenalin Pad retails for $25 at your local game emporium.



Sick of those surface scratches on your Game Boy Advance? Use the Spider-Men or X-Men Superhero Game Face stickers to protect your GBA from everyday wear. Peel and restick repeatedly without leaving a sticky residue! Available now from Neki for $6.99.



Innovation's X-Selector switch box allows you to plug in up to four game systems, DVD players, VCRs or anything else that you want to hook up to your TV. It looks just like a miniature Xbox; we wish the real Xbox was as cute and compact as this! Features composite video IN/OUT only, for $19.99.



Gamester's Reflex Arcade Stick for the Xbox has a dual force vibration mechanism to give you a good jolt while beating your buddy down. It comes with two switchable joysticks: the elongated arcade-style stick and the round-knob "Japanese"-style stick. You can also rest your palm on the rubberized grip so your hand doesn't slide around. A great buy for $29.99!



The Innovation S-Video cables for Xbox and GameCube will increase the picture quality on your television dramatically (if your TV set supports S-Video) without putting a dent in your wallet. The GameCube cable also works with the Nintendo 64 and Super NES. Priced at $14.99 each.

For Gran Turismo 3 freaks: Innovation's I-Link 6 Port Hub allows you to connect up to six (!) PS2 systems to play Gran Turismo 3 with up to six players simultaneously! Supposedly, you can even hook up three PS2 systems and three monitors side-by-side to take advantage of the game's undocumented "panoramic view" feature. Now that's something to shell out $69.99 for!





A good alternative to the standard Nintendo GameCube controller, this Innovation product is bigger and bulkier, with a different D-pad and L and R buttons with a "puffier" feel. Suggested retail: $24.99.



"Catch with Ultraman" is very similar to a Pez dispenser, but rather than coughing up candies from the neck, Ultraman reaches down and picks up a candy tablet with his own tiny hands! Awesome! Shuwatchi!



Real Digimon candy comes with a really cool plastic Digimon dude. The figure comes with a display stand and more of that "ramune" candy. There are seven collectible figures in all. From Bandai.



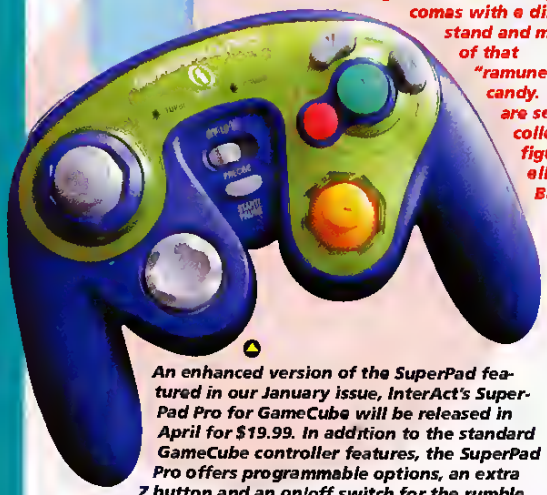
Blow your nose into this! The Pokémon Tissue Club brings you this cute Pichu tissue holder! You can get a Pikachu or Pichu head. It also comes with special Pokémon tissue and that strange-but-tasty candy called "ramune." Check your local Japanese market.

Yu-Gi-Oh Dual Monsters games are finally hitting the U.S., thanks to Konami. Here's another Japanese "ramune" candy goody with a funky little plastic toy. This one is the Black Magician Girl from Yu-Gi-Oh Dual Monsters. Collect all eight!





We haven't seen our friend Doraemon in a long time here at the office. Well, he's back as a rice seasoning shaker. Twist the head and out comes the "furikake", or seasoning, for your rice. Lunch has never been happier!



An enhanced version of the SuperPad featured in our January issue, InterAct's SuperPad Pro for GameCube will be released in April for $19.99. In addition to the standard GameCube controller features, the SuperPad Pro offers programmable options, an extra Z button and an on/off switch for the rumble feature. Available colors will be translucent purple, black, blue and white.



Don't like the Nintendo GameCube controller? Prefer your good ol' PlayStation controller instead? The Total Control converter allows you to use any PlayStation or PlayStation 2 controller on the GameCube! Available now for $24.99. For more information on the wide array of products from Innovation, look them up on the web at www.innovation1.com.



If you're drooling over those GameCube storage racks in this month's Japan Report column, you might find InterAct's CubeStand Plus to be an acceptable solution. It features two hooks for your controllers, storage slots for memory cards and cables, retractable storage shelves for game discs and a swivel base. Suggested retail price: $14.99.



Neki's Ultimate X-Men X-Pad for PlayStation 2 or PS one has a silver finish, cool blue fiberglass handles and programmable auto-fire and slow-motion features. The X-Men logo lights up when you power up your system, and the traditional PlayStation X button sports a circular X logo just like the X-Men wear. Available now for $29.99.

TIPS & TRICKS (ISSN 1059-293B), Volume IX, Issue 3, March 2002. Published monthly with two exceptions (twice in May and twice in November) by LFP, Inc. 8484 Wilshire Blvd., Suite 900 Beverly Hills, CA 90211. Copyright © 2002 by LFP, Inc. All rights reserved. Nothing herein may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc., if they are to be returned, and LFP, Inc. assumes no responsibility for unsolicited material. All letters sent to *Tips & Tricks* will be treated as unconditionally assigned for publication and copyright purposes and as subject to *Tips & Tricks*' right to edit and comment editorially. SUBSCRIPTION INFORMATION: For subscription customer service, call (800) 621-8977. A one-year U.S. subscription is $19.95 (12 consecutive issues). Foreign subscriptions add $10.00 U.S. funds per year. Single copy $4.99. Back issues are $8.00 each; postage and taxes included. These prices represent *Tips & Tricks*' standard subscription rate and should not be confused with special subscription offers sometimes advertised. Change of address: Allow six weeks advance notice and send in both your old and new addresses. ATTN: POSTMASTER: Send change of address to *Tips & Tricks*, P.O. Box 15397, Beverly Hills, CA 90209-9976. Periodicals postage paid at Beverly Hills, California, and at additional mailing offices. Address all advertising materials to: Ad Production, *Tips & Tricks* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. *Tips & Tricks* is registered in the U.S. Patent and Trademark Office by LFP, Inc. All other trademarks are the property of their respective owners. Printed in the USA.

MIDWAY

4-PLAY AT ITS BEST





Terrifying Boss Battles



Spectacular Magic Attacks



1-4 Player Co-operative Action



TEEN T CONTENT RATED BY ESRB

Blood
Violence

PlayStation.2

NINTENDO GAMECUBE

Available March 2002
Sneak Preview at
gauntletdarklegacy.com

Gauntlet Dark Legacy © 1998 - 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. GAUNTLET DARK LEGACY is a trademark of Midway Games West Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



LIVE LIFE
To The
MAXIMO.







Relax over a cold one, hero. You've just killed hordes of the evil undead, kicked the butt of your girlfriend-stealing former best friend, rescued several Sorceress-hotties and saved the kingdom. Quite a splash for a guy who's now the star of the next epic adventure from Capcom. Maximo places you in the heart-print boxer shorts of the noble knight Maximo as you go medieval for hours on huge 20 levels. Can a knight save the day? When you're living life to the Maximo, anything's possible.

PlayStation®2

CAPCOM

CAPCOM.COM

MAXIMO
Ghosts to Glory

TEEN
T
CONTENT RATED BY ESRB

Violence

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MAXIMO is a trademark of CAPCOM CO., LTD. Character by ©2002 Susumu Matsushita Company/Master Licensor Dream Ranch Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

